



## 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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### GKSML: Chiefs Are No. 1

Drafted ninth in the GKSML's (Greater Kalamazoo Strat-O-Matic League) football draft back in September, Kansas City rode the accurate toe of Jan Stenerud and a strangling defense to conference and Super Bowl triumphs in an all-star 16-team replay.

Jeff Sampson, a newcomer to the GKSML, made off with the title after his Chiefs carved out a 10-3-1 regular-season record winning the American Football Conference--then ambushed the NFC champs, Mike Allison's New York Giants, 36-7, in the Super Bowl.

Stenerud was fantastic in leading the league in scoring with 171 points, booting an amazing 49 out of 58 field goal attempts. In fact, Stenerud was many times the entire Chief offense, as during one stretch the "Super" kings went four games without scoring a touchdown and yet never lost.

In a crucial late-season test of strength with real-life Super Bowl champs Baltimore, Stenerud kicked five field goals to erase a 10-0 Colt halftime lead and set up a 15-10 victory.

Allison, a co-editor of the Review, put together a surprisingly tough defense and edged Los Angeles and Detroit for NFC honors with a 9-4-1 record. New York's 235-point yield on defense was the lowest of all 16 teams--eight NFC and eight AFC--and was one point less than given up by Kansas City.

While Kansas City (drafted 9th) and New York (11th) were crowned conference kings, Los Angeles (1st, Warren Newell), Detroit (2nd, Jack Hills) and Oakland (3rd, Joel Wright, who incidentally, had previously won three straight GKSML baseball titles) fell short in their bids.

Biggest disappointments, however, were Dallas (8th, Jeff) and San Francisco (4th, Cliff Sage), both of whom finished in a sixth place tie in the NFC, and Minnesota (5th, Bill Martin) which finished dead last, scoring only 223 points, the second lowest offensive output.

Baltimore (7th, Del Newell) ended with a disappointing 8-6 AFC record, as a weak ground game and a tougher schedule made sure real-life history wouldn't repeat itself.

In the Super Bowl game, New York struck first on a stunning 52-yard punt return by Bobby Duhon, then was cut down by the warring Chiefs in convincing fashion.

A Jim Podolak 57-yard punt return knotted the score in the first quarter and, before halftime, quarterback Mike Livingston plunged two yards for another six-pointer and the KC defense picked off two Fran Tarkenton passes and turned both into Stenerud field goals.

Stenerud booted two more three-pointers in the third period, plus added one in the fourth--a total of five--and the Chief defense blocked a punt to set up a Len Dawson-to-Otis Taylor one-yard TD pass to conclude the scoring.



Ron Johnson, the GKSML's leading ground gainer, produced 84 yards in 18 carries for the Giants, but Tarkenton was dumped seven times trying to pass (losing 61 yards) by the KC rush line.

While Johnson led the league in rushing, San Francisco's John Brodie was the top passer, covering 3,562 yards with his 256 completions, plus firing a fantastic 31 scoring strikes. Gene Washington, the top receiver, was Brodie's favorite target with 63 catches and 27 touchdowns. And, although he wasn't among the leaders, the New York Jets' Don Maynard hauled in 21 TD passes among his 36 receptions.

Here are the GKSML's final football standings and leaders:

<u>NFC</u>		<u>W-L-T</u>	<u>PF</u>	<u>PA</u>	<u>PUNTING</u>	<u>AVG</u>
1.	New York (Mike)	9-4-1	296	*235	1. Lewis (Bill)	46.6
2.	Los Angeles (Warren)	9-5-0	274	245	2. Lee (Del)	45.1
3.	Detroit (Jack)	8-5-1	278	268	3. Wilson (Jeff)	44.1
4.	Washington (Del)	7-6-1	300	314		
5.	St. Louis (Joel)	7-7-0	312	295	<u>INTERCEPTIONS</u>	<u>NO</u>
6.	Dallas (Jeff)	4-8-2	241	280	1. Duncan (Del)	18
	San Francisco (Cliff)	4-8-2	*336	341	2. Kearney (Jeff)	12
8.	Minnesota (Bill)	4-9-1	223	256	3. Whrli (Joel)	11
<u>AFC</u>		<u>W-L-T</u>	<u>PF</u>	<u>PA</u>	<u>KICKOFF RETURNS</u>	<u>AVG</u>
1.	Kansas City (Jeff)	10-3-1	332	*236	1. Duncan (Del)	38.7
2.	Oakland (Joel)	8-3-3	*361	328	2. West (Bill)	30.7
3.	Miami (Mike)	9-5-0	345	261	3. Hayman (Warren)	29.3
4.	Baltimore (Del)	8-6-0	338	245		
5.	New York (Cliff)	5-8-1	242	296	<u>PUNT RETURNS</u>	<u>AVG</u>
6.	Cincinnati (Bill)	5-9-0	291	277	1. Roland (Joel)	17.3
7.	Denver (Jack)	4-9-1	196	335	2. Gardin (Del)	13.5
8.	Cleveland (Warren)	4-10-0	228	352	3. B Taylor (Cliff)	12.7
<u>PASSING</u>		<u>PA - PC</u>	<u>YDS</u>	<u>TD - INT</u>	<u>PCT</u>	<u>AVG</u>
1.	Brodie (Cliff)	478-256	3562	31 - 19	53.8	7.5
2.	Jurgensen (Del)	367-212	2090	17 - 6	57.8	5.7
3.	Lamonica (Joel)	335-164	2762	18 - 15	48.9	8.2
4.	Tarkenton (Mike)	415-235	2432	15 - 20	57.1	5.9
5.	Dawson (Jeff)	324-170	2039	13 - 11	52.4	6.3
<u>RUSHING</u>		<u>ATT</u>	<u>YDS</u>	<u>AVG</u>	<u>SCORING</u>	
1.	R. Johnson (Mike)	275	1360	4.9	1. Stenerud (Jeff)	171
2.	Lane (Joel)	205	1322	6.4	2. Washington (Cliff)	162
3.	L. Brown (Del)	258	1288	5.0	3. Muhlmann (Bill)	141
4.	Boozer (Cliff)	153	1136	7.4	4. Yepremian (Mike)	136
5.	Little (Jack)	229	1128	4.9	5. Blanda (Joel)	134
6.	Podolak (Jeff)	200	1003	5.3		
<u>RECEIVING</u>		<u>PC</u>	<u>YDS</u>	<u>TD</u>	<u>AVG</u>	
1.	Washington (Cliff)	63	1512	27	24.0	
2.	McNeil (Mike)	55	1051	7	19.1	
3.	R. Johnson (Mike)	53	415	2	7.8	
4.	Snow (Warren)	51	816	8	16.0	
5.	Hinton (Del)	49	675	10	13.8	



## Southpaw Wins Dice-Rollin' Derby

Left-hander Dix Kaufman was all right when it came to rolling the dice in a youthful Strat-O-Matic Baseball league in St. Louis Park, Minnesota.

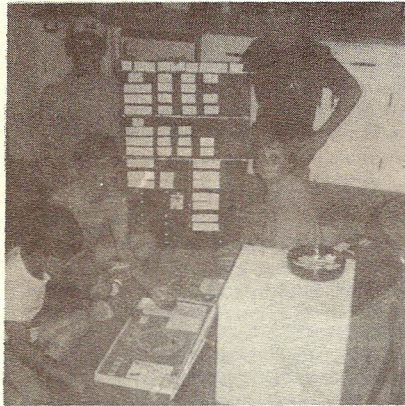
Dix, the only lefty among the six-member league, rolled his way to a championship as manager of the 1970 Pittsburgh Pirates, winning the Eastern Division from the 1969 Detroit Tigers and 1970 Cincinnati Reds and then downing the '69 Mets in a World Series, 4 games to 2.

Other members of the league included: Joe Belzer ('69 Mets), Jim Engler ('69 Twins), Sandy Shapiro ('69 Tigers), Alan Shapiro ('70 A's) and Jim Kirshbaum ('70 Reds).

While Pittsburgh won in the East, the Mets were champs in the West. However, because of the league's playoff system, whereby a second-place with a better record than the

first-place team in the other division wins the right to engage in a playoff to determine the eventual World Series foe, the '69 Tigers (56-44), runnerups to Pittsburgh, and the Mets (55-45) faced each other with the Mets winning, 4 games to 2.

The picture was taken during the All-Star game, which was won by the East, 3-1, on a three-run homer by Tony Perez off Jerry Koosman in the fifth inning.



### FINAL STANDINGS

<u>EAST</u>	<u>W</u>	<u>L</u>	<u>GB</u>
1. Pittsburgh, '70	58	42	-
2. Detroit, '69	56	44	2
3. Cincinnati, '70	52	48	6

<u>WEST</u>	<u>W</u>	<u>L</u>	<u>GB</u>
1. New York, '69	55	45	-
2. Minnesota, '70	48	52	7
3. Oakland, '70	35	65	20

IT'S ALL-STAR TIME FOR (TOP) JOE BELZER, SANDY SHAPIRO; DIX KAUFMAN (WITH DICE), JOE ENGLER; (FRONT) ALAN SHAPIRO. SCOREBOARD FOR ST. LOUIS PARK SOM LEAGUE IS IN BACKGROUND.

### The Long Return

Punt return specialist Ron Gardin of the Baltimore Colts had a big day against Kansas City in Strat-O-Matic football not long ago for Tim Woods of Fort Wayne, IN. Five times Gardin returned punts, streaking for a total of 203 yards (a 40.6 average) and twice shaking loose for touchdowns. Woods had so much confidence in Gardin's ability, in fact, that he allowed him to return one boot from five yards deep in the end zone. That turned out to a 105-yard touchdown scamper. Baltimore, not surprisingly, won the game, 28-6.



## Play-By-Mail Grid Tourney's A Success

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THE 1970 NATIONAL SOM FOOTBALL TOURNAMENT IS CURRENTLY TAKING PLACE IN ARABI, LA, WITH a unique playing system devised so that players from all over the country are participating. Basically it is run like a play-by-mail league with instructions for the upcoming game sent to Jeff Perigoni and his associates by the individual coaches. Then the game is played at tournament headquarters (Arabi, LA). Nothing is left to the judgment of those playing the game, if a play was not called for in a certain situation by the coach, then the play will not be run.

THIS IS THE FIRST OF TWO TOURNAMENTS, WITH THIS ONE USING THE ELEMENTARY DEFENSIVE CARDS. TO THE VICTOR GOES A SET OF NEXT YEARS' CARDS, AND THE DISTINCTION OF BEING NUMBER ONE IN SOM FOOTBALL, FOR THE TIME BEING ANYWAY. BELOW ARE THE PAIRINGS FOR THE SECOND ROUND OF THE TOURNY WITH SHORT COMMENTS ON THE FIRST ROUND GAMES. MORE COMPLETE DETAILS ON THE GAMES WILL BE GIVEN FOR THE FUTURE ROUNDS.

MARK CHAPLIN, BROOKLINE, MA, ('69 RAMS) VS MARTY COGBURN, LAFAYETTE, CA, ('69 CHIEFS)--Mark edged Clay Kempf's (Wildomar, CA) '67 Rams, 17-13 in an evenly matched game. Marty clobbered Ed Podrazik's (Chicago, IL) '69 Raiders, 50-17 despite 14-14 tie after the first quarter.

ANDREW FISCHER, PHILADELPHIA, PA, ('67 COLTS) VS DAVID JACOBS, LIVINGSTON, NJ ('68 COWBOYS)--Andrew behind Johnny Unitas' passing performance of 24 of 35 and 3 TDs walked on Ed Martin's (St. Paul, MN) '69 Cowboys. Dave took advantage of two '68 Chief (Michael McLawhorn, Raliegh, NC) fumbles and turned them into fourth quarter TDs to win 23-10.

JOHN "GUS" BELL, NEW ORLEANS, LA, ('67 PACKERS) VS KEN OBRYEN, KETTERING, OHIO ('68 COLTS)--John rolled over Eric Greenhalgh's (East Lansing, MI) '69 Browns, 52-14, just no contest. Earl Morrals TD pass to Jimmy Orr on the final play of the game gave Ken the win over Philip Russo's (Arabi, LA) '68 Browns, 28-27.

BARRY ESQUIVEL ('70 VIKINGS) VS DAVE LENGEL, WERNERSVILLE, PA ('70 CHIEFS)--Ed Schrockmans' 73 yard interception return for a TD provided the winning margin for Barry against Greg Stoicheff's '67 Bears, 24-17. Dave's successful onside kick and last play-of-the-game field goal knocked out Mike Allison's (Kalamazoo, MI, co-editor of the SOM Review) '70 Dolphins, 30-27.

DON MILLER, JACKSON, MS ('70 LIONS) VS RICK MARSHALL, SPRINGFIELD, MA ('70 BENGALS)--Mel Farr carried the ball 6 yds for a score with 30 seconds remaining to give Don a 20-17 come from behind win over Joseph Maestro's (Travis AFB, CA) '70 Raiders. Rick's defense posted the only shutout of the first round, 13-0, over the '70 Colts of Sandy Shapiro (Minneapolis, MN).

STEVE FORESTER, ANN ARBOR, MI ('68 RAMS) VS JOE BELZER, ST. LOUIS PARK, MN ('69 VIKINGS)--Steve out defended Ronnie Smith's (Richmond, VA) '69 Lions, 6-3. Joe took advantage of 7 turnovers by the '70 Cowboys of John Ladd (Ross, CA) to win 21-7.

DON WILLIAMSON, NEW IBERIA, LA ('68 JETS) VS PAUL SCHUTT ('70 49ERS)--Don edged Ken Brinkley's (Poplar, CA) '70 Jets, 30-24 with two FGs in the final period in a game where the offenses combined for over 700 yards. Paul's team set a tourney record of 568 total yards (total for both teams was 938) and soundly beat Pete Crocketts' '70 Rams.

Next issue will be round two.



## Readers Roll 'Em

### WANTS BOOKLET OF CHANGES

I wish to offer my own opinions on some of the comments made by readers in the December issue.

Mr. Frederick C. Davis suggested the reprinting of useful modifications to the Strat-O-Matic games. Why not print two supplements a year devoted solely to a collection of these modifications? I'm sure that many of your newer subscribers would be willing to buy such a collection, as well as your older readers, who wish to have these modifications all in one easily referred to pamphlet.

I also think that Mr. Miller's method of representing the decrease in effectiveness of a tired pitcher is an absolute must in the newest edition of the game. Personally, I feel that a common "extra-six column" would be most desirable, as the printing of an extra column would cram the card too much. Also, individualism would be represented in the amount of time it takes the pitcher to reach a tired state. I feel that the best method of determining whether or not a pitcher is tired, is the total number of batters faced. This in its very nature, would take into account the number of innings pitched, as well as how hard he was hit by his opponents.

Finally, I wish to make some remarks concerning Mr. Preston's views of the lefty-righty controversy. First, the reason why a hitter will be less effective against a pitcher who throws from the same side he bats, (lefty vs. lefty, righty vs. righty) is not so much a result of how the ball spins, as it is the view the batter will have of the approaching sphere.

It is much easier to follow the flight of ball if you are facing the direction from which it is coming. A ball being thrown at a righty hitter by a righty pitcher will be thrown from behind the batter's back, and will be visible only out of the corner of the

batter's eye. This is why "everyday players" such as Musial, Mays and Aaron (I'm sure Mr. Preston meant unplatooned, rather than "everyday", which has a rather derogatory connotation.) who have a "good eye" will hit just as well against the "wrong" pitchers, as they do against the "right" ones. If, however, they did hit the "wrong" pitchers for a better average, shouldn't this be an integral part of the game?

Let me conclude by saying that the Review offers its readers the unique opportunity for its readers to openly criticize the game they love; unlike other company's newsletters, which print only comments favorable to their games.

Gregg Gallagher  
New York, New York

EDITORS NOTE: Mr. Gallagher's comment regarding a supplement containing SOM modifications has a lot of merit. Hopefully, before 1972 is over, the Review can do just that.

### A PITCHER MUST TIRE

I am writing about Don Miller's letter in the December issue. I am behind him all the way with his idea. You can't have a realistic game if your starting pitcher can pitch 17 innings and not tire.

In a recent game between the '65 Dodgers and '70 Mets, both starters, Sandy Koufax and Tom Seaver, pitched nine scoreless innings. The game finally ended in the bottom of the 17th inning when Tommie Agee hit a home run. At the end both pitchers were just as strong as at the beginning. A column for a pitcher's durability is really needed.

Also, poor Mr. Inkles. Serves him right for trying to pitch a no-hitter against the "Amazing Mets!"

Steven Bauer  
New York, New York

EDITORS NOTE: The concern expressed by Frederick Davis, Gregg Gallagher, Steven Bauer and others about a pitcher's lack of



a durability rating has been taken into account with the new advanced version of Strat-O-Matic baseball for 1972. In the new version, as pointed out in the January Review, all pitchers will have an "endurance factor rating," whereby, if the factor has been reached, the pitcher becomes decidedly more vulnerable for being touched for base hits.

#### A SIX-YEAR SOM VETERAN

I am 19 years old and a sophomore at Eastern Michigan University. I have owned Strat-O-Matic baseball six years and purchased the football game a few weeks ago. Both are the greatest sports games I have ever played. In six years of baseball I have had three no-hit games; by Joel Horlen in 1964, Jim Bunning in 1967 and Andy Messersmith in 1968.

My best passing performance has been by Bart Starr. Although the Packers lost to Detroit, 12-0, Starr completed 21 of 29 passes (72.4 percent). Green Bay gained only 56 yards on the ground, however.

Keep up the great work on a great magazine.

Mike Baitinger  
Ypsilanti, Michigan

#### HANDBALL, ANYONE?

I'm now in my third year of enjoying both Strat-O-Matic baseball and football. Finally, I've organized a league, which includes myself and five friends. We've completed the baseball season and are nearing the playoffs in football.

One addition we have made in football is for fumble returns. Here is our chart: (roll two die) #2--41 yards; 3--12; 4--3; 5--0; 6--18; 7--0; 8--0; 9--4; 10--0; 11--9; 12--touchdown.

Also, something else SOM could include would be an end run by an end. For instance, Bob Hayes of Dallas ran the ball 24 times last year.

I send all my regards to Mr. Richman (Strat-O-Matic's creator) on the basketball game based on SOM ideas.

Mike Smith  
Austin, Texas

#### AVID READER

I appreciate the longer magazine and always look forward to the coming issues, reading each issue over at least 20 times.

I have been replaying the 1970 American League baseball season and a friend and I are replaying the 1969 Western Division of the National League. Highlights include Boston losing four of its five games and then winning 10 in a row, Jim Britton of Atlanta pitching eight and one-third innings of no-hit ball before giving up a double to Jay Alou of Houston, and Willie McCovey getting nine straight hits in a two-game span against San Diego.

I am 15 years old and a junior at Narbonne High School in Harbor City. This is my third year of Strat-O-Matic (my most productive year) and I am looking forward to when the '72 cards (based on '71) come out. I am planning to play all 24 teams. My favorite team in real life is Oakland, but in SOM it's the '70 Yankees.

Kenneth Hutchings  
Harbor City, California

#### PEPITONE A SURPRISE

I am in the middle of a 1970 baseball replay using five teams from each league and a shortened 40-game schedule, since I don't have Mike Allison's 10-game-a-day speed. Right now, Pittsburgh and Baltimore are leading their respective divisions with identical 13-8 records. I understand that, because of the shortened schedule, the statistics will be somewhat distorted, but in my opinion, slight distortion makes the game more fun. If each player performed exactly as he did during the regular season, the fun would be lost from playing the game.

In my replay, one of the big surprises has been Joe Pepitone, who's connected for a fantastic .767 slugging percentage the first half the season (his actual was .481). Another big surprise was Elliott Maddox, a virtual unknown (at least to me), hitting .406 (26-64) compared with his real-life average of .248. Tom Hall of Minnesota is easily the best pitcher so far, with a 6-0 record, six complete games, two shutouts, 55 innings, only 29 hits allowed, 72 strikeouts and a 1.15 ERA.

Tom Gredell  
Park Forest, Illinois



# SOM FOOTBALL'S 'THE GREATEST'

First, I would like to say that Strat-O-Matic football is the greatest sports game anywhere. I've received more enjoyment out of it than any other I've played. I really enjoy the tension during every game where one play could mean victory or defeat. I think it's great that it depends on your play-calling whether you win or lose, even though luck is involved to some extent.

Almost every game I've played has been decided in the last four or five minutes. In the last year I've had only three runaway scores. I've had about three games won on the last play and a replay of the '67 NFL title game was won by Green Bay over Dallas in sudden death overtime.

My only complaint is that, on the average, the games are too low scoring. The average points per team a game is around 17. This could be because the teams I play are usually good, evenly matched and have good defenses. But, I think it is because of the "short yardage defense." Although it was designed for primarily third and fourth down situations with short yardage, it can be used on any down and in any yardage situation.

I just don't think that the pros call for a "short yardage defense" on first and second down. I think that the short yardage defense should be reserved for third and fourth downs only because that is the only times when it's used. (EDITORS NOTE: Because of controversy over this matter in the Greater Kalamazoo Strat-O-Matic football league, the "short yardage defense" was permitted on only third and fourth down situations with three yards or less to go for a first down.)

My thanks to Mr. Richman for not only keeping the SOM baseball game the same (easy and uncomplicated), but also making it complex for those perfectionists who like 100 percent accuracy.

I was very amused with Tom O'Neill's plan (January Review) to program a computer to play SOM. I had the ideas once for a computer to replay the '69 World Series between the Mets and Baltimore. When I found out how long it would take, I dismissed the idea. You have to program the computer to respond to "random numbers" for every

type of play (popout, groundball, single, double, etc.) for all 48 players, plus it must be told how to react in each situation, (runners on first and third, steals, bunts, etc.). The computer can play it fast but programming it to play takes several thousand steps and many hours.

John Ladd  
Ross, California

EDITORS NOTE: In the March issue of the Review, readers will have the opportunity to find out what happens as a computer records the results of a duel between the '27 Babe Ruth and pitcher Bob Gibson of St. Louis, covering a 10-year span. Plus the computer also tells all when Gibson is backed by a lineup of all "1" fielders and, conversely, with a lineup of "4" rated defensive demons.

## A BEST SELLER?

Using an idea from a satirical magazine, I came up with something called "The Strat-O-Matic Don't It Burn You Up When" book.

Doesn't it burn you up when...

- ...your opponent rolls the dice one at a time in key situations.
- ...people fold, spindle and mutilate your cards.
- ...you get an interception on a flat pass with no one in the zone.
- ...Lou Brock gets on base and your catcher's a four.
- ...you roll "must run" with a quarterback who has a minus nine rushing average.
- ...the only player left to pinch-hit for your pitcher is another pitcher.
- ...you lose fumbles on the one-yard line.
- ...you try to get into as SOM play-by-mail league and find out it's filled.
- ...your dog goes to the bathroom on your new SOM cards.
- ...you call an end-run by your quarterback turn over the card, and see "Do not select this play."
- ...your opponent's pitcher hits a home-run off your ace.
- ...you're trying to establish a running game against the Vikings with the worst rushing team in football.
- ...people gloat over their victories.
- ...you can't gloat over your victories because you've kept telling other people not to gloat over their's.



...you accidentally brush the yard marker off the board and can't remember where it was.  
 ...your parents throw away your SOM pre-season offers thinking it's junk mail.  
 ...you can't get the staple off your SOM Review without needing major surgery on your index finger.  
 ...idiotic articles like this take up a whole page of your Review.

Mark Kimlin  
 New Paltz, New York

#### KANSAS CITY'S UNBEATEN

I really enjoy the Review and find myself waiting at the end of the month for it to arrive. The January issues was the best of all.

Right now I'm in the process of an 182-game 1970 football schedule. Through the ninth week, the only undefeated team is Kansas City, as the Chiefs, Cincinnati, Miami, San Francisco, Detroit and St. Louis are all division leaders. Jan Stenerud has 115 points in nine games, while Cecil Turner of Chicago has returned six kickoffs for touchdowns.

Also, I'm very glad Mr. Richman has made the game in baseball two-sided. I feel this will greatly make the game more realistic. Not that it's not realistic now. Strat-O-Matic is the best game company around, the Review is the best magazine.

Mark Esposito  
 Franklin Park, Illinois

#### PLEASED WITH CHANGES

I am greatly pleased with the changes made on the 1972 version of Strat-O-Matic baseball. At first, I was against having lefty-righty player cards. But every time I read how it works (January Review) I seem to like it more. It doesn't slow down play too much and it will add to realism and to strategy.

As for the other changes, I think that they are all fantastic. I think the best changes were having outfield throwing ratings and hit-and-run and bunting ratings. I am surprised that catcher's throwing ratings weren't included, but I suppose

I shouldn't be too greedy.

Also, I have finished a 32-game baseball season using teams based on 1970 (I wish I had time for a 162-game season). I used only AL teams and Baltimore and Oakland were division champs, with Baltimore winning the playoffs, three games to two.

Larry Steinberg

#### PLAY-BY-MAIL LEAGUE

I am very pleased with your magazine and am glad it serves such a fine table game as Strat-O-Matic. I am now a sophomore in college and have been playing SOM baseball since 1964 and SOM football since its inception.

Thanks to an ad in your magazine I am now playing in a play-by-mail league called the IRL (International Replay League). Currently we are finishing a 162-game schedule of all-time great teams, including the '27 Yankees, '31 A's and '53 Dodgers. The setup has each manager make up lineups and pitching rotations for each manager to follow when his team is on the road. You play all home games for your team, following the visiting team's lineup.

The most exciting game I have ever had came during this replay when the '24 Senators played my '61 Tigers. I have had no-hitters before, but none in recent years. It was Walter Johnson's turn to pitch for the Senators, and Don Mossi, one of my best pitchers, was to hurl against him. Through four innings both were pitching no-hitters; through six innings both had shutouts going. The Senators finally scored in the seventh inning and went on to post a 3-0 win as Johnson hurled a perfect game against a lineup that included the likes of Al Kaline, Rocky Colavito, Billy Bruton and Norm Cash, the AL batting champ in '61.

Dennis Berg  
 Emporia, Kansas

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 If 2-72 is the number above your name on the back page of the Review, this is the last issue of your present subscription.



## And In This Corner . . . The Editors

Remember last issue when we asked for your opinion on whether we should raise our price or reduce the number of pages, etc.? Well, despite the overwhelming support for us to raise our price, we decided to try something completely different. It's called OPERATION: TURN ON (everyone to SOM and the SOM Review). Here's how it is going to work.

For each person, up to the first three, you get to subscribe to the Review for the first time and he must subscribe for a year, you will receive another month tacked onto your present subscription for FREE. (Example: if your present expiration date is 9-72 and you get three people to subscribe, the expiration date will be changed to 12-72, thus giving you three free issues.) Two FREE issues will be given to you for each person you get to subscribe after your first three. (Example: if your present expiration date is 9-72 and you get 5 people to subscribe for the first time, your new expiration date would be 4-73 -- 3 FREE issues for the first three (one each) plus four FREE issues for the next two (two each).)

So that you get credit for the new subscriber, have him write on his subscription that you got him to sign up for the first time, and have him include your address and the date your present subscription ends. OPERATION: TURN ON will last until April first, 1972, at that time, the person who has gotten the most people to subscribe will receive his choice of either the new baseball cards or wait and receive the new football cards when they come out (this is in addition to all the FREE issues he will receive as a result of the amount of subscriptions he brings in). This is a great chance for everyone in a league to subscribe and give the credit to a league member, so the league can receive the new cards.

Remember the person you get to subscribe must be subscribing for the first time, and he must subscribe for one year (\$4.20). Make sure he gives you credit when he sends in his subscription. GOOD LUCK!!!

WHY? WHY? WHY? .....

Why was Horace Clarke rated a "3" fielder? Why wasn't Greg Nettles a "1"? Why wasn't Lee Maye given a card? WHY????? Over this first year of the Review we have received many such questions from our readers, and now we see why the Game Co. has always refused to answer letters sent to them on these matters. Two or three times over the past year we have mentioned what goes into making a players fielding rating (thanks to Harold Richman, SOM creator) because we believed that with the knowledge of how the ratings are made, there would be less protest as to why one player was rated a "3" and another a "2", etc. However, even after explaining some individual cases, we received some rebuttal letters. So this comment is for those who believe an error was made on a rating. If you are positive a man should be rated better or worse than he was, then change it on your cards. After all, they are your cards to do with as you please. But always remember the amount of work and study put into these ratings by the game company.

And for those who want more players on a team than provided by the game company, purchase the nameless players and give them names. And you get to make up their fielding, running, and stealing ratings. The nameless player cards range in batting averages from .210 to .300, from good power to bad, from good ERA to poor ERA, etc. There is almost bound to be one right for the player you have in mind.

### PITCHERS HITTING CARDS

Pitchers hitting cards have been the scene of much controversy. Should pitchers have



individual hitting cards or not. The Editors of the Review agree with the Game Co., "no". We say no because the pitchers hitting universe is not big enough. Most pitchers bat less than 30 times, and that is hardly any judge of his hitting ability. Only a few pitchers bat as many as 100 times, and that is not even a sufficient universe to make an accurate card from. If a pitcher bats 6 times and gets 3 hits, does he deserve a card full of hits to satisfy his .500 batting average? We don't think so. We do concede that some pitchers, such as Bob Gibson, who are known as good hitting pitchers, deserve more than a 4-hitting pitchers card. But this group consists of no more than 5 or 6 pitchers. So why not use the nameless player cards, they should do the job quite adequately.

#### ODDS AND ENDS

As of January 11, one hundred and twenty-three people has sent in their names to be used in the SOM Directory. Again we will mention that in order for such a directory to be printed, we need at least 200 names and addresses. You do not have to be a subscriber to the Review to get your name printed in the directory....When sending in a renewal, please include the date of the last issue with your present subscription--found on the back page just above your name on the Review....Our guest columnist spot begins next month with Don Miller of Jacksonville, Mississippi our first writer. Don is 33 years old and Deputy Director of a statewide Head Start program in Mississippi. If you wrote in and said you wanted to be a guest columnist, don't be alarmed if you don't hear from us right away. We had many requests, and everyone will get a chance.

#### *Home Run Power*

Five times Gerald Black of Laval, Quebec, has watched baseball players smack three home runs in one game with SOM. Lee May of Cincinnati has done it twice, including once in a World Series game. May's trio of homers came from the '69 cards and in the '70 World Series. Others to turn the trick included Jim Lefebvre ('68 Dodgers), Orlando Cepeda ('70 Braves) and Willie Stargell ('69 Pirates).

#### *Clyde's No. 1*

Clyde Matsusaka, who's President of a four-manager Strat-O-Matic baseball league called the "Sports Club in Honolulu," ruled the league more like a dictator in its most recent diamond replay, using a draft of players from the 1968 season.

Starting off winning 19 of his first 20 games, Clyde went on to roll up 112 wins against only 33 losses to occupy first place by a whopping 37-game margin over runnerup David Fong.

Clyde had the league's No.1 and 2 hitters in Matty Alou (.344) and Pete Rose (.337), plus the second-leading home run hitter in Willie Horton (42) and the two top pitchers, Luis Tiant (22-5, 1.45) and Denny McLain (29-7, 2.19).



## 'World Famous Gamester' Offers Football Tips

"World Famous Gamester" Keywood Cheves of Littleton, North Carolina, has come up with some interesting innovations for playing Strat-O-Matic Football, including stunts by the defensive line and the use of an extra lineman or back.

Cheves, who's 28 years old and holds a degree in physics, has been playing SOM games for a little over a year. He's a wargame and, of course, professional sports table game hobbyist.

Along with his football playing tips (below), Cheves also passes along other comments. Regarding baseball, he feels that two-sided cards are a must (he has a game that takes into account righty-lefty batting and it has none of the problems many readers have feared). Also, he would like to have pitchers rated for their fielding, too.

In a short 16-game baseball season, Cheves said that Baltimore was a disappointment (barely managing to play .500 ball), while the Angels surprised by winning the league. Jim Palmer of Baltimore pitched the only no-hitter and San Diego came up with the biggest rout, belting San Francisco, 25-1.

Football playing tips by Andrew Fischer and Don Richardson (September and November issues) also were a hit with Cheves, who mentioned he was "tired of having fair catches made on the two-yard line." Penalties, he feels, are another must, since some teams are penalized much more than others ("penalties could be done very simply by having a penalty chart similar to the injury chart which could be consulted for a certain team on a particular die roll to see if there is a penalty").

Here are Cheves' defensive changes for adding a new dimension to your SOM football strategy:

### Free Safety Blitz:

- 1) On any pass call by the defense, the free safety may be moved up to blitz.
- 2) The blitzing free safety counts as one linebacker blitzing.
- 3) The blitzing free safety has no effect on running plays.

### Defensive Stunting:

- 1) On any pass call, the defense may stunt his defensive line; i.e., the defensive ends and tackles switch places.
- 2) This counts as one linebacker blitzing.
- 3) The offense doubles his gains on lineback and off tackle plays against a stunting line.
- 4) For a run use the man actually covering the zone not the man normally there.

### Defensive Substitution:

- 1) In certain situations the defensive player may wish to bring in an extra back or lineman. The defensive player must notify his opponent of these changes before the next play is called.
- 2) a. Linemen may only play on the line.  
b. Linebackers may play on the line, in the flats (including the look-in zone of course), or double team.  
c. Defensive backs may play in the flats or in short or long pass zones.
- 3) There must always be at least three men on the line and three men in the short pass zone.
- 4) Players may play anywhere consistent with (2) and (3) above. Use the man actually covering the zone not a man normally there.
- 5) Linebackers playing in what are usually line positions subtract one from their defensive ratings. Of course, a player can never be less than a zero.
- 6) Only one man (the free safety) may double team like the free safety, i.e., double team and move into the pass zone, too.



- 7) Examples: a) The defensive player expecting a short pass brings in an extra back for a linebacker. He double teams with the free safety and puts the extra back in the short pass zone. This allows him to double team while having four men in the short pass zone. b) Expecting a run in a short yardage situation, a player brings in an extra linebacker in place of a back thus allowing him to run an eight-man line if he wishes. The free safety moves into the short pass zone so that it contains three men.

Three-Man Pass Rush:

- 1) In conjunction with the defensive substitution rule a player may elect to rush only three men.
- 2) The offensive player doubles his gains if he runs over a completely vacated zone or runs a lineback with only one man in the zone.
- 3) In case of a pass rush result the offense rolls the dice twice and takes the better of the two results.
- 4) Stunting is not allowed with the three-man pass rush but linebackers may blitz. Of course, with the three-man pass rush and one linebacker blitzing we are back to the original four man pass rush, ie., this does not count as a man blitzing.

After reading these suggestions one can easily see why in many cases a defensive player's playbook is as thick or thicker than that of his offensive counterpart.

## Strat-O-Matic In Land Of Rising Sun

Strat-O-Matic shines brightly even in the land of the "Rising Sun," as a group of civilians--four electronics technicians, a logistics technician and a school teacher--play both the baseball and football games at a small Air Force station on Hokkaido, an island in northern Japan.

Charles Kilgus, who has been in correspondence with the Review often, reports that SOM games were introduced on Hokkaido a year ago by one of the current league members who had played both while working in the Philippine Islands. Kilgus was introduced to the dice-rolling world by Sgt. George Lippman, an avid SOM baseball fan, back in 1968 while stationed elsewhere in Japan.

"This is our second year of league play with SOM football," reports Kilgus. "Unfortunately, our SOM baseball league never got off the ground due to other interests; mainly, our 25-game softball season, plus work, of course. All but one of the guys here are married, and the average age is about 25.

"In the not-too-distant future, I hope to have a few pictures of the gang here, providing we are all on friendly terms. You know how it is."

Last year Oakland was the Super Bowl champ, after just slipping by Los Angeles. The biggest disappointment was Kansas City, being upset twice by Chicago, while St. Louis was the biggest surprise, battling right down the stretch until losing its last two games--one to Denver, the other to Dallas.

The newest season is off to a good start, with Detroit and Dallas appearing the teams to beat. Baltimore was picked as an also-ran by Kilgus and Co., however, as very little support was shown that the Colts would repeat the real-life feat of becoming Super Bowl champs.



## *In The Strat-O-Matic Spotlight*

### WILLIE THE WONDER

Don Wreford, Stratford, Ontario, has had more than his share of big playing thrills in six years of Strat-O-Matic baseball. The biggest of all has to be when the Detroit Tigers blasted Washington, 18-0, during the 1968 season. In that game Willie Horton, Detroit's stocky leftfielder, knocked in 11 runs with an almost unbelievable performance that included a three-run homer in the eighth inning and a pair of grand slams in an 11-run ninth inning.

"Willie the Wonder" certainly stole the show, but Detroit had other standouts as well. Norm Cash, batting behind Horton, drilled bases empty homers in both the eighth and ninth innings, while Denny McLain twirled a no-hitter, his second of the season.

Wreford, 16 years old and a junior at Stratford High School, also adds that Sam McDowell (1968) once struck out 20 Oakland batters in a recent replay of the 1970 season and that Pittsburgh went through a three-game slugfest where it dropped games by 13-10 and 19-17 scores, won one 12-9, all the while hitting 17 home runs.

Keeping statistics for the past five years, Wreford reports that Willie McCovey has the all-time home run lead. McCovey, San Francisco's lanky free-swinging first baseman, has played all five years and totaled 205 roundtrippers, an average of 41 clouts each year. Hank Aaron is runnerup with 189 over the same number of years, while Willie Horton ranks eighth with 125, an average of 25 per year.

### OFFENSIVE FIREWORKS

Whenever Los Angeles and San Francisco meet on the football field or on your tabletop, sparks usually fly. And so does the football!

In fact, the football was put in the air 91 times in a game played by Alan Saliwanchik and Ron Spaulding of Connersville, Indiana, with Roman Gabriel completing 24 of 47 passes for 632 yards and six touchdowns, and John Brodie of the 49ers hitting on 24 of 44 for 533 yards and four scores.

The Rams soared highest on the scoreboard in the aerial circus, however, bombing the San Franciscans, 62-35. Jack Snow caught 11 passes for 425 yards and two touchdowns for the Rams and Gene Washington latched onto 11 of Brodie's heaves for 304 yards and three six-pointers.

### FIVE-YEAR PLAN

Saliwanchik and Spaulding also passes along an interesting parallel. Eagerly awaiting a Strat-O-Matic pro basketball game ("Please don't forget the Indiana Pacers and the ABA"), both pointed out that maybe the 1972 season will be the first SOM will reproduce. After all, the first baseball game to include all the teams came out in 1963 and was based on the '62 season and the football game, based on 1967, first appeared in '68.

### THIS 'N THAT

...Ronald Payne, Paso Robles, CA, puts in a bid for all-time great baseball teams for each of the 12 American and 12 National League clubs. His vote for a lineup for the New York-San Francisco Giants would include Christy Mathewson, Walker Cooper, Bill Terry, Rogers Hornsby, Frankie Frisch, Alvin Dark, Orlando Cepeda, Willie Mays and Mel Ott... Willie Stargell of the '69 Pirates crashed four consecutive home runs and totaled 13 runs-batted-in in a game played by Warren Smith, Smithtown, NY...

Continued on page 18



## 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 WANTED, FOR SALE 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

WANTED: Any baseball teams '67 or older. I also have other teams I would be willing to trade or sell. Roy Dixon, 8040 Van Patten Rd., Norfolk, VA 23505.

WANTED: Any complete baseball teams or loose players (any incomplete teams) from 1966 or earlier. Please state what you have, the condition and the price in your first letter or postcard. Thanks. SSGT. George Lippman, 2127 Comm. Sq. Box 3127, APO San Francisco 96328.

WANTED: Issues 1 to 5 of the SOM Review. Will pay 75¢ per issue (plus postage). Also want 1969 Mets and pre 1969 season sets. Will pay \$12.50 per set (plus postage) or 55¢ per team. Bill Kozack, 6222 Madeline, #136, San Diego, CA 92115.

WANTED: I would like to purchase complete or partial preferably complete sets of 1962-63 Strat-O-Matic baseball cards. William Govostis, 5153 N. Chester Ave., Chicago, IL 60656.

WANTED: Baseball 64: Phillies, Twins, Cardinals, 65 Giants, 66 Orioles, football: 69 Rams, Vikings, Chiefs, Lions, Cards. Must be in good condition. Send offers to: Linn Dreger, Box 244, Port Townsend, WA 98368.

WANTED: I need the 1964 Cardinals, Yankees, Giants, 1965 Giants. Will pay top price. You name your price, I'll meet it. Gale Hassell, 1434 East Gunn Street, Appleton, WI 54911.

WANTED: Will pay \$3.00 for each of the following combinations: 1967 and 1968 Bears or 1968 and 1969 Bears. Or will pay \$1.00 each for above teams. Must be in good to excellent condition. Will buy from first person to answer. Alan Saliwanchik, R. R. #6, Connersville, IN 47331.

WANTED: Will pay for first nine issues of SOM Review. Will return all issues to owner. Not interested in keeping issues permanently. Write: Joe Steves, ESR, Box 378, APO New York 09101.

WANTED: 1969 Broncos, Saints; 1968 Jets, Chiefs, Chargers, Colts, Cardinals, Cowboys; 1967 Oilers, Bears, Packers, Rams, Raiders. State condition. Best offer. Also pre-1969 baseball teams, roster sheets, and issues 1, 2, 4, & 5 of SOM Review. All letters answered. I pay postage. Write: Charles Kapner, 12556 Third Ave., NW, Seattle, WA 98177.

WANTED: 1966 or earlier Chisox. Will pay well depending on condition of teams. Will split postage expenses. Larry Steinberg, 9409 N. Lorel, Skokie, IL 60076 phone (312) 966-9409.

WANTED: Any Dallas Cowboy team before 1969 (1968 etc.). Will pay \$2.00 if in acceptable condition. Write: Bob Kane, 880 Wegman Road, Rochester, NY 14624.

WANTED: Complete 1967 Dodgers, Mets, Astros, Cubs, and Braves. For fast reply, write: Jon Brams, 5 Mason Ct., Wilmington, DE 19808.



WANTED: These football teams from '67 thru '69: Baltimore, Chiefs, Cincinnati, Browns, Raiders, Jets, Packers, Vikings, Rams, Cowboys, Bears, Redskins, Chargers, Buffalo, Saints. I will pay up to \$1.00 per team. Ron Greitzer, 102 Cayuga Ave., White Meadow Lk., NJ 07866

WANTED: Any 1962, 1963, 1964, 1966 baseball teams. Will pay any reasonable price. Teams must be complete and in fairly good condition. Write: John Ladd, Box 786, Ross, CA 94957.

WANTED: pre-1968 SOM baseball teams and any SOM football teams. Also want old roster sheets and previous issues of SOM Review. Robert Henry, 15919 Ferguson, Detroit, MI 48227.

WANTED: '67 Packers, '69 Chiefs, '67 Raiders, '68 Colts & Jets, '69 Vikings. Barry Rahmy, 121 Wayne Street, Springfield, MA 01118.

WANTED: 1963 and 1965 baseball seasons and the 1968 expansion teams. Name your price and write to: Mark Campbell, 5500 Gina Court, Sacramento, CA 95841  
For Sale: 1964 and 1966 seasons.

WANTED: '68 Cards and Tigers. Will pay \$2.50 per team or lowest bid. Will Schmidt, 503 S. Garth, Columbia, MO 65201.

WANTED: The entire 1967 and 1968 NFL and AFL SOM football sets. Will pay \$5.00 for each individual set. Individual sets are '67 NFL, '67 AFL, '68 NFL and '68 AFL. If you have any of these sets and would like to sell them, please contact Richard Keyes, 608 Oak Dr., Dover, DE 19901. Will also pay \$2.00 for the very first issue of the Review.

WANTED: 1967 AFL, NFL, 1968 AFL, NFL. Complete sets and in good condition. No tears, unerasable writing, mutilations, or many large folds in cards. Also want the 1st-5th issues of SOM Review. Will buy both from lowest bidder. All bids must be postmarked by February 12, and received by February 20. Winners will be notified by March 1. Send bids to: Daniel Goldschmidt, 147-29 68th Road, Flushing, NY 11367.

WANTED: Baseball: 1969 Mets; 1968 Mets, Cards, Giants, Tigers, Indians; 1966 Dodgers, Orioles; 1963 Dodgers; 1962 Dodgers. Football: 1968 Jets; 1967 Jets, Packers, Cowboys, Raiders. Will pay very well!! Steven Belmont, 14 Sutton Place, Westwood, NJ 07675.

WANTED: 1967 Jets, Raiders. Need for replay. Will pay or trade any of these; '67 Rams, Cowboys, Vikings, Redskins, for any of above. In good condition. Write: Richard Gulezian, West Shore Road, R. 1, Box 347, Windham, NH 03087.

WANTED: 1962-69 NY Yankees. Will pay 75¢ for 62, 63, 65, 66, 67, 68 editions and \$1.00 for 1964 Yankees. Will add 25¢ for extra players. Also, 1968 Vikings, and Bengals and 1970 Dolphins. Will pay \$1.00 for each. Send to Terry Wright, 1212 Haines Ave., Wilms, Delaware 19809.

WANTED: The '67, '68 or '69 NFL and AFL sets. Would like the complete sets, but I will buy individual teams. Please state the set, price, and condition in your letter. Also, I need issue 1, 2, 4, 5 and 7 or the Review. Send offers to: Tim MacArthur, R #5 Box 263, Cheboygan, MI 49721.

WANTED: Football: '67 Packers; Baseball: '64 Yankees, '66 Orioles. Plus any other football and baseball teams. Send bids to Linn Dreger, Box 244, Port Townsend, WA 98368.

## For Sale

FOR SALE: 1969 complete football league including AFL. Also 1969 Mets, Cubs, Braves, Reds, Tigers, Orioles, A's, Angels. Good condition. Name price. Terry Tomlinson, 1415 Apache #101, Tempe, AZ 85281.

FOR SALE: 1970 Lions, Dolphins, 49er's, Vikings. 1969 Chiefs, Raiders, Cowboys, Rams, Browns, Vikings, Jets. 1968 Chiefs, Raiders, Rams, Cowboys, Colts, Jets, Browns. Will sell separately or as a whole. All in excellent condition. Write to: Steve Shalon, 700 Willow Tree Lane, Glencoe, IL 60022.



FOR SALE: 1968 AFL-NFL football teams 75¢ each; 1969 Falcons, Cowboys, Lions, Packers, Chiefs, Rams, Vikings, Saints, Giants, Jets, Raiders, Cardinals, Reds 65¢ each; 1968 Bosox, 1969 Twins, Braves 75¢; 1969 Mets, Orioles \$1.00; 1970 AL-NL teams 50¢ each or \$8.00 for both sets. Also wanted 1967 AL baseball set, will pay your price. Write: Randy Reid, 1209 Blanchette Drive, East Lansing, MI 48823.

FOR SALE: All 1970 AL and NL teams except Orioles, Cardinals, Padres. All 1970 NFL teams (AFC and NFC); 1969 NFL and AFL; 1968 NFL. All teams in good condition. Also: some 1968 and 1969 AL cards. Will sell separately or in group. Will take best offer. James Ianni, 83 Greenfield St., Wethersfield, CT 06109.

FOR SALE: Strat-O-Matic cards: baseball: entire 1967 set, 1968 American League, 1969 American League with 96 additional players. Football: entire 1968 and 1969 sets. All cards in good to excellent condition. Rosters included. Sold to highest bidder. William Hansen, 45 W. Ravenwood, Youngstown, OH 44507.

FOR SALE: '64 and '65 major league sets, \$10.00 each, send cash first. WANTED: any Sandy Koufax, Norm Miller or Art Shamsky cards. Will pay 25¢ per card. Write to: Abbre Milhous Grilli, 43 Timberline Drive, Poughkeepsie, NY 12603.

FOR SALE: Individual players from 1968-1969-1970 at 5¢ each also individual players on Old Timers team. Individual players from SOM 1960 series B teams. If interested send a letter including 8¢ stamp and I will send back inventory sheet. Jay Rader, 53 Barrington Rd., Yonkers, NY 10708.

FOR SALE: '64 Phillies, '67 Cards and '67 Bosox; highest bid accepted. You pay postage. WANTED: any teams before 1967. Especially interested in '64 Yankees and Cards. Will pay well for good condition. Write: James H. Overmeyer, 11 Bird Lane, Poughkeepsie, NY 12603.

## League's Forming

LEAGUE FORMING: in Staten Island area. Will use 1972 baseball cards. Three of us are fifteen and one is nineteen. Transportation would be available to and from games. Please phone (212) GI2-3962 or write Mike Morreale, 27 Arthur Ave., Staten Island, NY 10305.

LEAGUE FORMING: I want to join a play-by-mail baseball league using the new 1971 cards. Any league established or not which needs a dependable player contact me. This league should be one that will keep full stats and not fold. Also, FOR SALE: 20 oldtimer teams. Write: Dave Lengel, 24 Lincoln Drive, Wernersville, PA 19565.

LEAGUE FORMING: Anyone in north or northwest Chicagoland interested in joining an established draft baseball league should write Ron Bobulski, 3034 N. Luna, Chicago IL 60641 or call 777-6429. We will use cards based on the '71 season and the season will start soon after the new cards are mailed out.

LEAGUE FORMING: ATTENTION SOM FANS! Play league football by mail. U.S. Championship Association will start with the replay of the 1970-71 season. Each member send your top five choices of teams you want. For rules and schedule write: Steve Hippler 1550 Logan or Randy Krahmer, 1535 Logan, Freeport, IL 61032.



## Question & Answer Corner

Q: HOW WILL THE PITCHERS HITTING CARDS THAT WE NOW POSSESS FIT INTO THE ADVANCED GAME? AND, HOW MUCH WILL THE NEW BUNTING AND HIT AND RUN CHARTS COST?

A: Anyone who orders the new cards will receive free the bunting and hit and run charts, and pitchers hitting cards for the advanced version for free.

Q: WHAT ARE THE DIMENSIONS OF THE NEW STRAT-O CARDS?

A: The dimensions will be the same, with abbreviations on the advanced side like "go" for ground out.

Q: WILL BATTERS'/PITCHERS' STATS BE WRITTEN ON THE ADVANCED SIDE OF THE CARDS ALSO?

A: No. The only statistics on the advanced side will be the percentage a batter faced both lefties and righties.

Q: ON JOHN HADL'S CARD, IT READS ON LONG PASS, INT+11, IS THIS A MISPRINT?

A: Yes. That should read +31.

Q: WITH RUNNERS ON 2ND AND 3RD BASE AND TWO OUTS, THE DICE ROLL READS "GROUNDBALL (3b) A", IS THE BATTER CHARGED WITH AN AT BAT?

A: Yes.

Q: FOR THE DETROIT TIGERS, EDDIE BRINKMAN BROKE BUD HARRELSONS RECORD FOR CONSECUTIVE ERRORLESS GAMES AT SHORTSTOP, AND AL KALINE DIDN'T MAKE AN ERROR ALL SEASON. WILL THIS ASSURE EITHER OR BOTH OF THEM A "1" FIELDING RATING?

A: First off, fielding ratings will not be revealed until the new cards are out. However, for our newer subscribers and some longer ones, it should be remembered that fielding average is not the only thing considered in the fielding ratings. We will use a quote by Mr. Richman from our July issue on this subject: "When giving fielding ratings the fielding average must be disregarded. It can only be used as a guideline." Mr. Richman had gone on to explain how scouting reports, the Golden Glove balloting, and many other factors go into this process.

Q: EARLIER YOU SAID THERE WOULD BE MANY PICTURES BUT RECENTLY THERE HASN'T BEEN ANY. WHY IS THIS?

A: Pictures take up space, when we print a picture we feel it has to be worth the space that could otherwise be used for Strat-O news. Other table game papers (for other games) use pictures of ball players constantly, but we feel that if you wanted pictures of the players you would buy one of the big sport magazines. We will use pictures in future issues, but only those pertaining to SOM, either players like yourselves, or leagues, or the game company, at least something relevant to SOM. Here is a good place to remind you, if you get a chance some night when your league is meeting, snap a picture of the group and send it to us.

Q: SHOULD A RULE BE ADDED TO DISALLOW INTERCEPTIONS BY PLAYERS WHO HAD NONE DURING THE REGULAR SEASON?

A: If that were done, the opposing coach would constantly throw at that player's receiver because it could never be picked off.

Q: ON BLOCKED PUNTS THAT GO INTO THE END ZONE, WHAT DO YOU DO TO SEE IF THE KICKING TEAM RECOVERS (SAFETY) OR THE RECEIVING TEAM (TD)?

A: Treat this as a fumble, 2-6 & 12 offense recovers for safety, 7-11 defense recovers for a touchdown.



Q: ON BLOCKED PUNTS THAT GO OUT OF THE END ZONE, WHAT HAPPENS?

A: As in professional football, this would be considered a safety.

Q: I AM A NEW FAN AND WOULD LIKE TO KNOW HOW TO GET THE QUARTERBACKS COMPLETION PERCENTAGE RECORD.

A: Divide the number of passes completed by the number attempted.

Q: WITH THE NEW RIGHTY LEFTY CARDS ON THE ADVANCED VERSION, IF A PLAYER BATTED AGAINST LEFTIES 300 TIMES AND HIT .250, AND BATTED AGAINST RIGHTIES ONLY 20 TIMES AND GOT 8 HITS FOR A .400, WOULDN'T IT BE TO A COACHES ADVANTAGE TO PLAY HIM ONLY AGAINST RIGHTIES?

A: No. Mr. Richman saw the problem this could cause with game playing and in situations such as this, the cards were made to protect against it.

Q: WHAT IF I DON'T WANT TO PLAY WITH THE RIGHTY LEFTY IN MY GAME?

A: There did seem to be some confusion on this. Now you are actually getting two games for the price of one. On one side of the cards is the game as you know it now (now called the elementary version). On the back side of the cards (now known as the advanced version) are all the changes we discussed in our last issue. So if you were one of those against the righty lefty issue, you can still play SOM the way you have been with the elementary version.

Q: IF ON A PUNT THE RESULT PUTS THE BALL ON THE RECEIVING TEAMS GOAL LINE, WOULD:

(1) THE OFFENSIVE COACH HAVE THE OPTION OF DOWNING THE BALL, AND (2) WHAT WOULD HAPPEN IF THE COACH ROLLED EITHER A FAIR CATCH OR ZERO YARDAGE?

A: Because of the rule that the goal line is considered as being in the end zone, the answer would be yes, you can down the ball on the goal line and take it on the twenty. A fair catch on the goal line would have the same result. If you ran for zero yardage the result would be a safety for two points for the opposing team and you would have to kick from your twenty.

Q: WHAT SHOULD YOU DO IF ONE OF THE LOS ANGELES DEFENSIVE TACKLES OR CENTER FORREST BLUE OF SAN FRANCISCO ARE INJURED? THERE ARE NO REPLACEMENTS LISTED FOR EITHER.

A: Either rule that they cannot be injured or put in one of the substitute linemen at the position with a "0" rating.

Q: WHY DOESN'T WILLIE ELLISON OF LOS ANGELES ('70) HAVE A RESULT IN THE END RUN-KEYED COLUMN, NUMBER 12?

A: Misprint, write in the number -1.

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SPOTLIGHT, continued from page 13

...Tom Hall, '70, was a model of strikeout consistency for Steve Carrico, Indianapolis, IN, fanning 16, 14 and 15 in consecutive games for a three-game total of 45. Steve adds that Tom Seaver, '69, was one of three pitchers to hurl a no-hitter based on that season. Oddity about the feat was that Seaver walked 10, yet didn't allow a hit...Despite a schedule that includes classes at the University of Illinois at Circle Campus and a part-time job at the Cook County Tuberculosis Sanitarium as an x-ray technician, Edward Furman, Oak Park, IL, still findstime to play SOM baseball, a game he's been active with since 1965 and calls "just fantastic"...How about Phil Regan for the super-sub award? In a 1969 baseball game matching the Cubs against the Dodgers, the Chicago relief artist pitched 11 shutout innings and struck out 13 for Mike Stewart, Burlington, WA, in an 8-5, 22-inning marathon victory.



## The History Of Strat-O-Matic

**EDITORS NOTE:** Since its inception back in March, 1971, the Review has grown tremendously as every month new readers are added. Many current subscribers missed the earlier series dealing with the founding of the Strat-O-Matic Game Co. and its creator Harold Richman and so, as a result, the Review is again presenting a two-part series entitled "The History of Strat-O-Matic."

Once upon a time a teenager had a dream about sports table games. Today thousands and thousands of gamers all over the world are living happily ever after as a result.

The history of Strat-O-Matic and its creator Harold Richman is no fairy tale, however, although the dream did come true. Richman's frustrations in the beginning, in fact, would more likely make for a plot for "Mission Impossible."

It all began when an 11-year-old boy, who was rather disgusted with baseball games in 1948, decided to create his own; receiving a patent on a baseball game at age 17 and futilely tried to sell it to larger companies such as Milton Bradley. He even had an interview with the Brooklyn Dodgers regarding it.

Richman, a collegiate-looking 35-year-old with close-cropped black hair, a strikingly attractive wife, Shelia, and two young children, has come a long way since those early days.

A graduate of Bucknell University in Lewisburg, PA, in 1958, with a degree in business and a major in accounting, Richman wanted to pursue his sports game interest despite knowing his father, who had successfully operated an insurance business for the past 40 years, wished to retire and was looking to him to take his place and add new vigor to the business.

Not interested in selling insurance, Richman entered military service soon after graduation from college, and it was there that he decided to pursue his teenage dream.

Hoping to land a job with a toy firm and eventually receive an opportunity to present his ideas for game development, Richman soon met with a series of disappointments.

He quickly found out that most firms were willing to hire him in a selling capacity, but most scoffed at his ideas for game development. One interviewer, in fact, was truly shocked at Richman's ideas, since he was neither an artist nor an engineer, qualities the company felt necessary for successful game development. Beautifully packed and merchandised games, without any real content, were this company's specialty.

Finally Richman did take a job with a Japanese toy import firm. After 12 months on the job--meanwhile continuing to develop the baseball game, 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 have it turn into a fiasco. Shortly before he had purchased sailboats "that were substantial looking, very reasonably priced, but, unfortunately, did not float."

More interviews produced nothing to indicate he would succeed in finding a firm that would allow him to establish a game board division, so he ventured out with his biggest gamble yet--selling his game by mail order.

Investing his savings, plus earnings from an interim job as an accountant, Richman launched Strat-O-Matic in 1961. He derived the company's name from the word "strategical"--but Webster apparently doesn't buy it, as it's not found in the dictionary.

That first Strat-O-Matic game consisted of an 80-player all-star setup, with the four-by-six inch cards printed on white stock paper. The cards were similar to the present ones, but lacked individual fielding ratings and the base running, plus the newest changes the company has made for 1972.

The remaining money was used to place an ad in the April, 1961, Sports Illustrated Special Baseball issue. The ad was only to run in the eastern edition, but, through a technical quirk, appeared in all editions.

That good fortune was not an omen of things to come, however, as out of the 1,000

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games that were made up, only 350 were sold (they are collector's items today), causing Richman to recoup only 20 percent of his breakeven point.

Richman, discouraged but not finished, next borrowed money from two friends and put out a player card set consisting of the two top teams from each league plus an all-star team in 1962. A slight loss was incurred, but both friends were repaid before the end of the year.

It was 1963 that became the make or break year for Strat-O-Matic and Richman, however. Realizing that wide-spread advertising was needed, Richman approached his father for a loan. He promised his father that if the company did not show a profit or a promising future in one year, he would give it up and work for him. His father, who, incidentally, is now 78 years old and helps with the company on a part-time basis, agreed.

Putting out for the first time the complete set of baseball teams and cutting down to part-time work as an accountant, Richman anxiously awaited results when the first ads broke in February and March.

Fair success followed, but then sales diminished tremendously in April and May. "Failure seemed inevitable," according to Richman.

In June, however, a complete turnabout occurred and sales boomed. "It was amazing and so gratifying," says Richman. "I worked 80 days straight, picking up the mail at 8 AM and finishing up at 11 every night. I did everything from processing orders to typing, collating cards, shipping, etc. It was perhaps the most strenuous and most gratifying period of my life."

Next month, Part Two of the "History of Strat-O-Matic"

## Coming Next Month...

Coming next issue SOM and the Computer ('27 Ruth vs. '69 Gibson), second round of the national SOM football tourney, first guest columnist, and much more. With the added four pages to the Review, we urge more than ever your participation through cards and letters. Letters, replays and adds to be considered for the next issue must be in by the third of the month.