



STRAT-O-MATIC

REVIEW

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

Vol. II-10 December 1972 35¢

Game Company Begins Monthly Column

Editor's note: This is the first of what will be a monthly column written by Steve Barkan, an executive of the Strat-O-Matic Game Company. If you, as a reader, have a question(s) you would like answered or a topic explained, please send them to the Review for use in future columns.

Every subscriber to the Strat-O-Matic Review has one thing in common. You've all had the experience to send away to the game company for material, then watching anxiously for the mailman to bring the treasured package. We thought it might be a good idea to trace the path an order takes, so that you could see exactly what happens to it after it leaves your corner mailbox.

Once you, the customer, decide what you want and, hopefully enclose a check or money order (you should never send cash through the mail) and mail the order; you wait impatiently for the completed order to arrive.

If you live in the continental United States, you should allow from two to four days for the letter to arrive at the game company, and a few days longer from Canada, or Hawaii, etc.

When an order arrives at the game company, it is divided into baseball and football then further separated into game orders and miscellaneous (teams, pads, etc.) orders. Each of these four subdivisions are then written up on order cards, with your particular instructions (Special Delivery, First Class, etc.) for mailing copied down. The orders are then typed with labels, for the four subdivisions and brought to the shipping room to be worked on the next day.

Each of the orders is hand picked, wrapped, and stamped with the appropriate postage. All the orders from that day are then delivered to the post office, approximately 30 hours after being received by us (with the exception of weekends when we are not open), regardless of whether it is going to be shipped via Special Delivery or Fourth Class Mail.

All mail received at the post office to be send via preferred mail is immediately sent on its way and should be received by you from two to five days from the date

of receipt. It should be noted that Special Handling mail can take up to two weeks to be delivered. Third and Fourth Class mail is worked at the post office's leisure and may not be touched for quite some time before being sent out; thus delivery takes from three to four weeks for certain areas. It is important to note that the baseball handling charge is not applied against preferred mailing charges. Service to certain areas is also dependent upon where you live and when the company has received the actual order.

We hope that any questions you might have about the delivery of merchandise has been answered, but if not, you can always inquire about specific cases from the company.

Scratch One Play-By-Mail League

The first day I received Strat-O-Matic Review, May, 1972, I looked under Leagues Forming because I wanted to join one to see what it was like. The advertisement said "League Forming -- This will be a play-by-mail league with the new 1971 cards. I Want Dependable Players..." So I wrote to this person and told him I wanted to be in his league. He wrote back and I got the Cleveland Indians. In the letter he sent back to me he said to send \$2.00 for a monthly newsletter with standings, stats, highlights, and news articles, and to cover postage. About five weeks after this with the league moving smoothly along he sent all of the managers letters that said, "Send in all team stats." So, I sent in all my team stats and waited for a newsletter. I waited and WAITED. I waited for one and 1/2 months for a newsletter and still didn't get one. So I wrote to the person in charge of the league and told him of my displeasure in not receiving a newsletter and asked him what we sent out \$2.00 for if he wasn't going to send newsletters. He didn't send a return letter. I wrote again and told him that if he didn't write and tell me what was going on, I would withdraw from the league. STILL, no return letter. I waited another month and wrote him and told him to send back my \$2.00 because I said all he did was ask for \$2.00 for nothing. Again, NO return letter.

Now everyone in the league is quitting and the league is breaking up.

What do you think of a league director that says he wants "dependable people" and isn't dependable himself?

Allen Young
Gibbstown, NJ

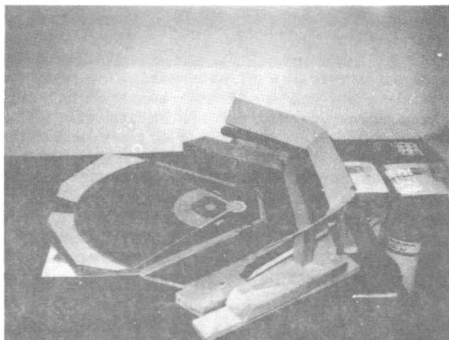
EDITORS NOTE: The Review would be glad to send a letter to the party involved and try to find out what happened. Unfortunately, a name did not accompany Mr. Young's letter. If the name is sent in, we will check it out. Hopefully, there is an explanation for what happened or some misunderstanding. In past happenings similar to this--thank goodness there have been only a couple--the problems were easily and satisfactorily resolved.

Strat Stadiums as Good as Real-Life

With the changes in playing surfaces, such as Astro-turf, and exploding scoreboards becoming the "in thing" as far as modern baseball stadiums, it's only natural that ingenious Strat-O-Matic table-gamers would soon be creating new "stadiums" to toss their dice on and keep score.

Steve Schumacher, a member of the Oklahoma University-Houston Strat-O-Matic League (OU-HSML), a two-state baseball league, located by the Red River that divides Texas and Oklahoma, has developed one of the more interesting stadiums. Steve went to work this past summer with thoughts of creating the best stadium possible for the league to play its games on.

He took wood scraps from the garage and colored cardboard scraps from a closet and began construction. The stadium, when built, had five levels--four so-called seating levels and a press level. The playing field featured "underground" dugouts where baserunners, made of small wood pieces, could go.



The field is a scale model of a major league field, with a one-inch-to-20 feet ratio. To the right of the stadium is a large board, with places marked off for Strat-O-Matic cards, split cards, score pad and a dice-rolling area. To the right of the board is an electric scoreboard--an electronic calculator with a card on the part where the numerals light up and read "INN HOME VISITOR AVERAGE," with an appropriate hole under each word so that the correct number can be lit up during a game.

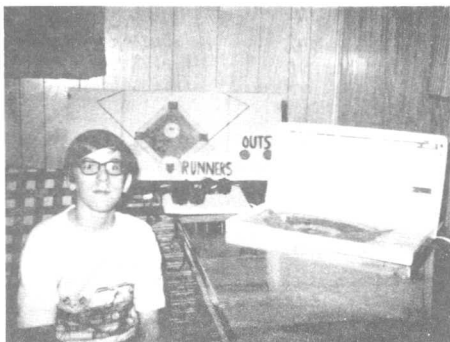
Lee Manuel, Dayton, OH, is another architect who, perhaps, will follow in the footsteps of Frank Lloyd Wright. Originally, Lee played the baseball game on a cardtable in a den which was located half-way under ground level, and thus the natural lighting was often poor.

To create a satisfactory lighting system, the idea of a complete stadium came into being and Lee went to work.

First, he produced walls for his outfield, using the GOM shipping box. The front of the box became the center field wall and the two back-side portions were the left and right field walls. Before cutting these "walls" he reinforced the cardboard where it had been cut with masking tape, which also was used later to mark the baselines.

Clothespins were needed to finally hold the walls in place, then brown construction paper was used for the sliding areas, pitcher's mound and home plate.

Next came the installation of the lights. A set of Christmas lights



was strung across the left and right field walls with the colored bulbs being replaced with white ones.

Then on the center field wall a large area was cut out in the upper center and a strobe light, which explodes when a home run is hit or there's a big inning, was put in. To the right of this is a hit-error indicator that lights up to show the result, while below that is a stadium clock. Miniature team pennants are also on the center field wall, a removable scoreboard that shows the runs scored each inning, plus a United States flag sits atop the wall.

Tim Cawley, Downers Grove, IL, although he hasn't developed an elaborate stadium complex like the above mentioned table-gamers, has installed a base running lighting system.

After reading about Mark Campbell's "Strat Room" in the June, '72 Review, Tim decided to build an electronic scoreboard. With the help of his grandfather, Tim found the necessary materials and set to work. A cardboard scoreboard was set up and Christmas tree lights installed. Two "out" lights were located on the right side, plus there are lights at each of the bases and home plate that show the runner's progress. A master switch control runs the scoreboard.

Who would have thought when Strat-O-Matic Games first came out what eventually would take place: lights flashing, scoreboards showing the results, artificial Astro-turf on the playing board and even dugouts. Who knows, the table-gamers of today, might be the stadium builders of tomorrow.



Wonder what Ol' Mickey would say?

Sticks and stones may break your bones. And they sure could do a lot of damage to the precious Strat-O-Matic game, too.

Bob Ponte of Bakersfield, Ca, and a close buddy, both married and avid SOM players since 1964, have admitted that their wives have been something less than cheerleaders when they take up the dice.

Bob says that both wives, in fact, have threatened to burn the game in frustration, cruel happening that even the burning of Atlanta during the Civil War couldn't rival.

Bob says that threats haven't stopped him so far, however. He's sold on SOM and won't give it up easily (stick, stones or flames included). "I feel that Strato baseball is the best game on the market, and believe me I've tried them all."

Last summer while thinking about whether to play SOM and listening to the wives complain, Bob and his friend made up a song about it. It goes like this (sing it to the tune of Mickey Mouse): S - T - R - Are we gonna play A - T - O Oh we might as well M - A - T - I - C Strat-O-Matic, Rah, Rah, Strat-O-Matic, Rah, Rah Forever let us roll our dice in peace; Statistics, Statistics, Statistics.

ENDURANCE for the ELEMENTARY

Dave Surdam
Pleasant Hill, Oregon

I have devised a way to incorporate pitcher's stamina into past editions of Strat-O-Matic baseball. We're using it in our play-by-mail league. This system is very much like the one used right now. Since we don't know how the company rates the pitchers, we give all starters a rating of "7" and relievers a rating of "3". Of course, you can elaborate on this, but this is just a general rating.

Use the method to find when a pitcher reaches his point of weakness as in the advance version. Also, we have, that if a pitcher gives up four earned runs in one inning or five in two consecutive innings, he reaches his point of weakness after that run is scored. When a pitcher reaches his point of weakness, all "Flyball Bs" become "Single**," as in the advanced version. This applies to "Flyball B's" found on batters' cards only. This matches the ratio of decrease in effectiveness in the advanced version.

Another thing I do is to rate fielders by the amount of hits they let through and how this affects the batter's ability at the plate. The table, listed below, shows how much a fielder adds to a batter's average. These averages are based on 216 plate appearances, and therefore are somewhat lower than they should be.

In general, an all "4" lineup, with the exception of pitchers and catchers, gives up .017 more hits than an all "3" lineup. If a "3" defense is average, then with a "4" defense a .250 hitter becomes, in reality, a .267 or higher hitter. This emphasizes defense just that much more.

To find the average, I figured up how many times you'd get, like a "Second Base X," in 216 plate appearances. You should get six "Second Base X" situations. If the second baseman is a "2", he gives up one hit in every 10 "X" situations. That's an average of .100, so for every 216 plate appearances, he gives up .6 hits--.6 divided by 216 is .002777, and that's how much he contributes to a batter's average. In general, he's taking .002445 points away from a batter's average, as a "3" gives up .005222 average. As mentioned before, this isn't batting average that's being taken away, probably more like on base percentage.

While this method isn't foolproof, it does give some idea how much that hard hitting lineup that can't field hits itself.

| POSITION | 1 | 2 | 3 | 4 |
|-------------|---------|---------|---------|---------|
| Pitchers | | .001027 | | |
| Firstbase | .000000 | .001027 | .001851 | .002777 |
| Secondbase | .000000 | .002777 | .005222 | .008333 |
| Shortstop | .000000 | .003240 | .005703 | .009722 |
| Thirdbase | .000000 | .001541 | .002777 | .004166 |
| Rightfield | .000000 | .001388 | .002722 | .004898 |
| Centerfield | .000000 | .002083 | .004083 | .007347 |
| Leftfield | .000000 | .001388 | .002722 | .004898 |

Q: IS IT POSSIBLE THAT DON HORN OF THE DENVER BRONCOS (LATEST EDITION) COULD HAVE THREE INTERCEPTION NUMBERS IN THE GUESSED WRONG COLUMN BUT ONLY TWO IN THE GUESSED RIGHT COLUMN?

A: Evidently a printing error of some type was made here, the interception on eleven (11) in the guessed wrong column should not be there. It should be incomplete.

Readers Roll 'Em

WING

rowing ratings, so
s throwing ratings also?
rs (example, Tom
od defensively as far
ed balls or dropping
at difficulty
; trying to steal.
e other thing should
deration when giving
g. Some veteran
Tim McCarver) "call"
while others don't.
s can help a pitcher's
y decreasing the errors
his can help a little to

Tim Cawley
Downers, Grove, IL

G ALL BASES

second time I have written
I must say you're doing a
o on the Review.
Strat-O-Matic for three
have over 50 teams. In over
I have had two no-hitters;
y Lolich, '71 Tigers, and one
'35 Cubs.
matic is quite big in Louisville,
my area, as I know of at least
five of which I introduced to

other of the players who broad-
emselves as they play, and it
adds lots to the game.
out running an article on how to
y-by-mail league as it sounds
ng, but I have no experience with

oy the ads immensely and hope you
continue them.
, one final point, I am a computer
mer and soon will match Al Simmons
versus Sandy Koufax ('65), the
s of which I will send to the
..

Jim Belza
Louisville, KY

WANTS EARLY '60s TEAMS

I turn to you as my last hope for a
straight answer as to why Strat-O-Matic
will not reprint their baseball teams
from past years once their original supply
runs out.

I have written to them numerous times
asking them why this is so and all I get
back is a list of the teams they have
available. I really can't understand why
they would refuse to reprint entire
league sets since 1962, the year they began.

There is no way they would ever lose
money. Just look in the want ads of your
"Review." Every month the want ads are
filled with SOM players who would like to
get their hands on some of those great
early year sets.

But to do so you have to pay outrageous
prices such as in the August issue of SOM
Review when someone offered his 1962 SOM
baseball set for the highest offer over
\$75. That's ridiculous.

Why should I be punished by having to
pay that much for teams I want so badly,
just because when the early sets came
out I was too young to even think about
buying such a great game. Does that seem
fair? I wasn't in a position to buy SOM
until 1967 and since then I have been a
loyal customer.

My favorite team is the New York Yanks
but because SOM discontinues their sets
once they run out of the original stock
I have only been able to go back as far
as the 1966 Yanks. That means I don't
have any of their pennant winning clubs
of 1962-64 or their '65 club.

I want those teams desperately but I
just can't go forking out the money some
people ask for their teams.

Why can't SOM reprint those sets??
I'm not saying reprint them for their
original price. I'd be quite willing to
pay \$1 or \$1.50 per team instead of the
normal 50¢ a team.

Will you please ask SOM for me why they
can't reprint for all of us avid SOM
fans who were born too late and too poor?
I'd greatly appreciate it.

Dave Mendonca
Milpitas, CA

EDITORS NOTE: The most direct answer as to why the Strat-O-Matic Game Co. does not reprint past baseball card sets is the cost involved, plus the lack of demand as far as making it worthwhile financially. The cards are ordered in enormous quantities as it is now and printed at a different location from the game company, so it is not possible to order limited card sets from past years.

Standard procedure at the game company is to send a list of available card sets when inquiries are made. We sympathize with reader Mendonca over his plight, but can offer no help in his pursuit except for him to contact other card owners. And that, as he points out, can sometimes be costly.

SOM REVIEW 'DULL'

I tend to agree with letters in the October issue that SOM Review can be somewhat dull. I believe you are missing some of your potential. For example, most SOM players are very interested in the player ratings; but the most you have said about that is that much work is put into it. You've got to give more "inside" information on the making of the game.

Also, I'd like to see more discussion on how the real baseball game differs from SOM. These replays and league reports are just not too interesting. Frankly, if I didn't want to buy teams through the ads, I don't think I'd subscribe at all. And I think a lot of others would agree.

Timothy Brace
Fayetteville, NY

EDITORS NOTE: We feel that Mr. Brace has a good point about more "inside" information being made available on the making of the game. It is our intention, as of this writing, to have a representative of the game company have a monthly column, article, etc. explaining some aspect of the game company or answer questions most frequently posed.

However, the question of how "inside" the information becomes will still have to be answered by the game company. After all, too many revelations in how the cards are computed, etc., could

jeopardize the security of the game company.

The table game world is certainly competitive today, all would agree that. Strat-O-Matic has been most cooperative in the past, but questions that attempt to delve into the actual card-making formula, of course, cannot be answered directly.

Most table-game companies, we've found, don't even give any kind of answer when card ratings are questioned. The question is simply ignored, or passed off with "it's our game, we'll make the cards as we feel they should be made."

Strat-O-Matic has, in the past, answered many of the questions raised in the Question & Answer section of the Review. Plus SOM has released to us, in advance, changes in the games. Readers of the Review knew of the righty-lefty advanced cards in baseball before the general public, and this was true also of the recent football changes.

We are hoping to bridge the apparent gap in what some of the readers want and the Review is producing, by answering questions like those previously raised regarding Joe Torre's hitting against righty and lefty pitching, Joe Grzenda's pitching cards, etc. Future months should answer how successful we've been in our efforts.

ENJOYED CONVENTION

I would like to add my voice to the scores of others that enjoyed the Strat-O-Matic convention. The most enjoyable part, to me, was not the tournament, but just playing other SOM bugs from all over the country. I discussed many things with people over a SOM game, people who I wouldn't have said a word to if I had passed them on the street. I hope next year's convention brings out even more people. I have one suggestion, however. The convention should be held on one weekend at either the beginning or the end of summer, mainly because more people will be able to attend.

On another subject, many people have written in suggestions on how to "rain-out" a game. For the last two years, the Southfield SOM League has used this system with remarkable success: at the beginning of every game, each manager rolls a die. If the total is 12, the game is rained out. If the total is 3-10, the game is played as usual. If the total is 2 or 11, the game is played in "threatening weather".

What this means is that during the game if a 12 is spun in any column, a special dice spin is held: 10-12, the game is rained out at that point; 4-9, the game continues under the same conditions; and 2-3, the weather has cleared up and the game is then continued under normal rules.

The "threatening weather" rule has resulted in many rainouts in the middle stages of a ballgame, this making the game and the schedule more realistic. The rainouts occur once every 36 games played, plus a rainout during a game occurs about once in a 100 game series, which seem to be close to the real figures.

Bob Garber
Southfield, MI

A VOICE OF EXPERIENCE

After reading your "Who Are Those Guys?" column in the November Review, I felt it desirable to comment on that situation. I am sure I know the company which you mentioned and I would like to comment on a comparison of SOM with their products and others. I consider myself somewhat knowledgeable on the subject since I own and play over 30 table game products currently on the market. I am, in short, a table game nut.

I have always been interested in stats and sports and I can still recall the day, over 12 years ago, that I received my first table game. As time and money permitted I added to my collection. Maintaining my interest in stats, I received an AB degree in Math in 1969 and am currently employed as a systems programmer for a large computer center. Nonetheless, I still devote 25-30 hours or more per week to table game activities.

For some stupid reason I did not purchase an SOM game until 3 years ago, I first purchased SOM Football and after playing a few games I ordered the baseball product also. I found that the baseball game, although lacking stats accuracy in some minor area, was the most enjoyable to play of any of the other 7 baseball games I own. There is one other product which may be more statistically accurate (not the one you referred to in your column)

but none which provide the aura of real baseball more than SOM. I rejoiced the day I learned of the new advanced version of SOM baseball and I sincerely hope that the new fielding ratings will be included in the near future. The game company referred to in your article promotes the least accurate, most boring and least changeable product on the baseball market among the major game companies. Their management is also the most conservative and least personable I have had relations with.

I sincerely believe that SOM is the best baseball product available today and will continue to be as long as it's inventor shows the good sense to make the product better through constructive criticism as Mr. Richman has done in recent years.

Michael L. McLawhorn
Raleigh, NC

COLUMN DOESN'T RELEASE TO SOM

I have been a subscriber to the Review now for almost a year. I feel your publication is great and I have enjoyed it immensely. I must admit that this is the first time I have written you concerning material I disliked or felt irrelevant to the subject of Strat-O-Matic table games.

In the November issue of the Review there was an article entitled: Astro Dome Top Real-life Ball Park. I feel it was an extremely well-written article, although I thought it had absolutely nothing to do with Strat-O-Matic. I feel it would be a good article to print in a sport magazine, but not one devoted exclusively to fans of SOM.

The article encompassed a full page and a quarter. If suggestions were made to fix Strat-O-Matic Baseball according to real-life ball parks it would be different. Instead, not one bit of information pertained to SOM.

If Memorial Stadium has crabby people running it, or Yankee Stadium is someone's personal favorite, it doesn't really matter. Most readers won't ever see all these stadiums anyway. We subscribed to a magazine solely with the purpose of giving us Strat-O-Matic information.

Tim Cawley
Downers Grove, IL

EDITORS NOTE: We have to agree with Mr. Cawley. Although the article (which was actually a guest columnist feature set as a separate story) was well-written and interesting from many standpoints, it did not, as Mr. Cawley points out, truly relate to Strat-O-Matic.

This brings up another dilemma, that being what should be done when guest columns are submitted that do not discuss some aspect of SOM, as the column was intended. What the editors have decided, is that instead of a set guest columnist each month, anyone who wishes may submit such a column. Then the one we feel fits in best with the rest of that issue of the Review will be run. A good example, would be a column on how to set up a play-by-mail baseball league appearing in the February Review, just as the new cards are about to be sent out. Or a column relating different suggestions for incorporating penalties into the football game, appearing at the outset of the grid season.

WANTS MORE VARIANTS

After seeing two issues of your magazine I find I must strongly agree with the letters sent in by Gary Stroller and Marvin Miller. If we are going to hear from everyone who happens to roll boxcars eighteen times in a row for eighteen touchdown passes or what have you, there leaves little opportunity for the advancement of sports simulation as a hobby.

On the other hand there is a purpose to the objective reporting of some statistical results. The statistics of a full league schedule can tell us many things, however, they must be analyzed. For instance, those leagues which utilize the limits on individual pass attempts and rushes might serve as indicators of how well the people at SOM are constructing their simulations.

I feel that more variants and suggestions should be published. Usually a good knowledge of the game and/or its environment is required to make a valid change in the SOM components. As an example, without going into great detail, in my replay of the 1967 football season for the Pittsburgh Steelers I've added Ben McGee (DE-6), Rockne Freitas (T-0)

Dick Hoak (A 1970 card was closest to my estimate of his 1967 potential) and Marshall Cropper (1968 card) is on the taxi squad. These players were all injured or taxied by Pittsburgh in 1967.

Hopefully, some dialog will result from others who regard the SOM game as a starting point to build a model situation. Interesting problems turn up such as now that I've added McGee to the Steelers and have upgraded the pass rush should I or can I alter the defense cards of the Steelers? Does anyone have any ideas in how to adjust for the superior "hand-time" of Donny Anderson's punts? I have some ideas but I hope this will get some wheels turning elsewhere.

James D. Vooy
Albany, NY

OTHER 'GAMES'

Just a few lines regarding my feelings on your attitude towards other sports table games. Perhaps I don't have a grasp on all the facts, but this lack of realism is in my opinion the only shortcoming to an otherwise fine publication.

I'm sure that you have witnessed the latest trend from the Madison Avenue boys where one company's product often refers to their competitors product? Not necessarily taking pot-shots at that product, and sometimes even complimenting the product. For example the Hertz - Avis series of ads on being #2. I don't suggest that you take a course of action along those same lines, but a ban on the mentioning of other games is comparable to the ostrich theory - the ostrich buries its head and feels secure that no harm will come as it feels it can't be seen, after all he can't see. Do you follow my thinking?

You people of the Review have never taken the time to explain why this rule has been imposed. Now, no explanation is necessary where the ads are concerned, but even the "Readers Roll 'Em" where we the readers have a voice in things, there the ban is imposed, too. All of us are table-gamers with some degree of seriousness, so I feel safe in assuming that most are aware of the other games on the market, and I feel that if you polled all the subscribers to the Review, you'd

(Continued on the last page)

Hints, Tips & Charts

Last issue we printed a story on the Canadian Strat-O-Matic Football League. This issue we are continuing with many good playing tips that league uses.

For the benefit of those readers who like to see what others are doing in Strat-O-Matic football and also baseball, the Review is including the modifications, plus other football and baseball playing tips that you can examine and, perhaps, find useful.

One point should be made before the modifications and playing tips are presented however. That is that even though the Review is listing the possible changes, adjustments, playing tips, etc., this should not be construed to mean the Review urges their adoption. We simply present the ideas for your look-see and personal evaluation.

FOOTBALL (used by Canadian SOM Football League):

1. Fumbles into end zone--if a ballcarrier fumbles at the goal line, it is assumed he scored the touchdown. For example, a run (plus 2 yards and then fumble) from the two-yard line means a touchdown. The fumble is figured to have occurred after the runner reached the goal line.
2. Receiver double-teamed coming up defender on defense cards--if the correct receiver is double-teamed and the dice roll goes to the defensive cards and states defender X or long gain (or plus 29, etc.), the pass is considered automatically incomplete.
3. Long pass (bomb) to a halfback or fullback and defender rating occurs. If the defender is in the act of blitzing the pass is considered automatically completed for the stated yardage. The halfback and fullback are covered on passes by the right linebacker and left linebacker respectively. If they are blitzing and the defender reading occurs, the pass is complete for the stated yardage (with the exception of inside the 10-yard line when their ratings are used even if blitzing). This rule also applies on flat and look-in passes where linebacker in zone or short gain readings occur. If the middle linebacker is blitzing, even on a straddle, and a seven roll occurs, it is a short gain (with the exception that if the free safety has been moved into the zone he is taken as a linebacker and the rating as with "linebacker in zone" is compared to the white dice reading).
4. Left and right linebackers double teaming the split end or flanker and "receiver" reading occurs. The result in this case is read off the receiver card "guessed right" column but not "rec. 2-tmd". The "rec. 2 tmd" column is used only if the free safety is double-teaming the correct receiver.
5. The free safety may blitz on a run defense only when the offense is inside the defense's 20-yard line. The free safety may also blitz at any time on a "pass" defense call. Obviously the free safety may not blitz on a run straddle defense.
6. The middle linebacker may move to any flat zone from his normal look-in zone position. The middle linebacker may also drop back into the short pass zone even if calling a run defense. By making these changes the middle linebacker becomes more important as he is in the actual NFL. When double-teaming wide receivers plus a running back, this also helps since by moving the MLE to a flat and using the free safety to double-team the back, effective double coverage results where only single coverage would have been the case if the free safety doubled the back when the respective linebacker was on the wide man (out of play).
7. Many have suggested a possible fumble recovery chart, below is the one used by the GKSMML. (The "F" on 7 and 11 means fumble and you must throw the dice again to see who recovers. This chance for fumbling the ball back to your opponent usually results in limited use of the chart.)

FUMBLE RECOVERY CHART

- 2--33 yards
- 3--13
- 4--1
- 5--11
- 6-- -2
- 7-- OF
- 8--5
- 9--2
- 10-- -1
- 11--21F
- 12--TD*

* If recovered by a lineman, maximum is 40 yards.

TO FIND OUT WHO RECOVERED THE BALL THROW TWO DICE AND REFER TO CHART BELOW

| OFFENSE | DEFENSE |
|-------------------------------------|----------------------|
| 2--Halfback | 2--Right Cornerback |
| 3--Fullback | 3--Left Cornerback |
| 4--Right Tackle | 4--Left Linebacker |
| 5--Right Guard | 5--Left End |
| 6--Center | 6--Left Tackle |
| 7--Original Ball Carrier | 7--Middle Linebacker |
| 8--Tight End-not considered linemen | 8--Right Tackle |
| 9--Left Guard | 9--Right End |
| 10--Left Tackle | 10--Right Linebacker |
| 11--Halfback | 11--Tight Safety |
| 12--Quarterback | 12--Free Safety |

BASEBALL:

Split System (devised by Bryan Baker, Metropolitan Baseball Association):

Roll three dice and consult following chart on split number situations.

| # | 1 | 2 | 3 | 4 | 5 | 6 |
|----|---|---|----|----|----|----|
| 2 | * | * | * | * | * | * |
| 3 | * | 4 | 7 | 11 | 14 | 17 |
| 4 | 1 | 4 | 8 | 11 | 15 | 18 |
| 5 | 1 | 5 | 8 | 12 | 14 | 18 |
| 6 | 2 | 6 | 9 | 11 | 15 | 19 |
| 7 | 3 | 5 | 10 | 12 | 16 | 20 |
| 8 | 2 | 6 | 9 | 13 | 17 | 19 |
| 9 | 3 | 7 | 10 | 14 | 16 | 20 |
| 10 | 1 | 4 | 8 | 13 | 17 | 18 |
| 11 | 4 | 7 | 7 | 13 | 15 | * |
| 12 | * | * | * | * | * | * |

* roll dice again

TIRING REGULATIONS FOR PITCHERS (devised by MBA): In addition to the regular Strat-O-Matic tiring regulations, any pitcher allowing six hits/walks in an inning is "tired". If a starter is not "tired" after pitching five innings beyond his tiring inning, he is "tired" at the completion of the inning. If a reliever is not "tired" after pitching two innings beyond his tiring inning, consider him "tired" at the completion of that inning.

RAINOOTS (devised by MBA): Before each game roll two dice. If a 12 results, the game is rained out. If a 2 results, the game is played under threatening weather. After each inning roll two dice. If a 2 or 12 results, a rain delay occurs and both pitchers must be replaced.

STEALING (devised by MBA): On attempted steals of second base, add one to the runner's stealing number if the batter is left-handed. On steals of third, add one if the batter is right-handed. When picking a split number for the steal result, the following split numbers result in bad throws...

| Catcher's Rating | Split Card #s |
|------------------|---------------|
| 1 | 0 |
| 2 | 1 |
| 3 | 1-2 |
| 4 | 1-2 |

INJURIES (devised by MBA for use in league play): Formula is used to determine "injury days" possible for each player. Formula works as follows... $160 - \frac{AB + W}{4}$

equals injury days. Example: Manny Sanguillen, 1971 vintage, had 533 AB, 19W for a total of 572; divided by 4 is 143, subtracted from 160 is 17. Thus Sanguillen could sit out 17 days or games. Bob Bailer (545AB 97W for a 642 total), using another example, would be eligible to play every game. Also, the 160 (for games in league schedule), can be changed to whatever schedule league decides to use.

Another injury system that has been used by the MBA gives each player an injury rating (the number of games he can miss by injury) compared to number of games player was in. It works like this:

| Games | Injury Rating |
|--------|---------------|
| 160-up | 1 |
| 150-59 | 2 |
| 140-49 | 3 |
| 130-39 | 4 |
| 120-29 | 5 |
| 110-19 | 6 |
| 100-09 | 7 |
| 90-99 | 12 |
| 80-89 | 15 |
| 70-79 | 18 |
| 40-69 | 20 |
| 1-39 | 24 |

Of course, when using either system, the injury chart on scoreboard is consulted for number of games to miss and then either "formula" or "rating" system is used.

Back issues now available for 35¢ apiece from the Review are: January, February, April, July, August, September, October, November of 1972, and October and November, 1971.

TENACE HITS 'EM IN SOM TOO

Although Gene Tenace's four World Series home runs in Oakland's four-to-three-game triumph over Cincinnati may have come as a shock to some baseball fans, Keith Muth, DuBois, PA, probably knew all along he had such a performance in him.

Muth only has to go back to a 12-team American League replay of the 1970 season that he completed recently to get proof of Tenace's long-ball potential. In his first three at-bats of the season, Tenace stroked home runs. Unusual perhaps, but not out of the realm of possibility since Tenace's '70 card, based on seven home runs in only 105 at-bats, had home runs listed in the three-column on numbers four and five and six (one-seven).

Muth's replay is interesting from another standpoint--that being the fact he used the actual real-life lineups as close as possible for each game. He had saved the actual boxscores to try just such a replay.

Here's the way things came out (real-life marks are in parentheses):

STANDINGS

| EAST | Won | Lost | GB | WEST | Won | Lost | GB |
|---------------|----------|--------|----|-------------|--------|----------|----|
| 1. Baltimore | 111(108) | 51(54) | -- | Minnesota | 95(98) | 67(64) | -- |
| 2. Washington | 86(70) | 76(92) | 25 | Oakland | 92(89) | 70(73) | 3 |
| 3. Boston | 84(87) | 78(75) | 27 | Milwaukee | 76(65) | 86(97) | 19 |
| 4. New York | 79(93) | 83(69) | 32 | Kansas City | 73(65) | 89(97) | 22 |
| 5. Detroit | 76(79) | 86(83) | 35 | California | 70(86) | 92(76) | 25 |
| 6. Cleveland | 71(70) | 91(92) | 40 | Chicago | 59(56) | 103(106) | 36 |

BATTING

| BATTING | HOME RUNS | RBI |
|----------------------------|-----------------------|------------------------|
| 1. Yastrzemski .339 (.328) | 1. Howard 43(44) | 1. Petrocelli 117(103) |
| 2. Oliva .330 (.325) | 2. Killebrew 40(41) | 2. Killebrew 115(113) |
| 3. A. Johnson .319 (.328) | 3. Conigliaro 37(36) | 3. Conigliaro 107(116) |
| 4. Reese .315 (.261) | 4. Powell 33(35) | |
| 5. Aparicio .310 (.313) | 5. Yastrzemski 32(40) | |

WON-LOST

| WON-LOST | ERA |
|------------------------------|---------------------------|
| 1. Cuellar 27-5 (24-8) | 1. B. Johnson 2.29 (3.07) |
| 2. McNally 24-8 (24-9) | 2. Blyleven 2.30 (3.18) |
| 3. Palmer 22-13 (20-10) | 3. Culp 2.40 (3.05) |
| 4. Perry 21-12 (24-12) | 4. Segui 2.56 (2.56) |
| 5. Stottlemire 21-10 (15-13) | 5. Pattin 2.70 (3.36) |

Q: PITCHER'S CARDS DO NOT GIVE DEFENSIVE RATING OF PITCHER, WHICH IS NEEDED WHEN REFERRING TO X-CHART. HOW COME? CERTAINLY, THE PITCHER'S HITTING CARD NUMBER CANNOT ALSO BE HIS DEFENSIVE RATING.

A: All pitcher's are classified as 2-fielders.

Q: PITCHER'S CARDS DO NOT INDICATE WHETHER PITCHER IS A RIGHT OR LEFT-HANDED BATTER. THIS INFORMATION IS NEEDED WITH THE NEW LEFTY-RIGHTY FACTOR.

A: The two-sided 1972 baseball cards do contain this information. Up in the right-hand corner of the advanced side of the card you will find either #1L or #1R, designating which way the pitcher bats.

ADVERTISEMENTS

14

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 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: The 1968 Jets and/or Cowboys in good condition will buy or trade for any three 1969 American League baseball teams. Write: Jim Doyle, 60 44th St., Islip, NY 11751

WANTED: Individual players-'66, '67 D. Allen, '69 E. Banks, '68 D. McLain, '67 R. Clemente, '68 B. Gibson, '67 C. Flood, '69 F. Howard, '69 H. Killebrew, '65 W. Mays, '68 J. Marichal, '68 L. Tiant, '70 B. Williams, '65 M. Wills, and '67 C. Yastremski. Name your price. Will pay well. Must be in at least fair condition. Write: David Guggenheim, 7050 Kilpatrick, Lincolnwood, IL 60466

WANTED: '69 Rams, Vikings, Cowboys, Raiders, Chiefs, '68 Cowboys, Colts, Rams, Jets, Chiefs, Raiders, '67 Rams, Colts, Raiders. I will pay good prices, but will take lowest bid. Please reply. Greg Cohen, 7459 Stebbenville Pike, Oakdale, PA 15071

WANTED: I will pay any reasonable price for football teams that were in the 1967-70 play-offs. Send to Chuck Reubens, 210 Jordan Avenue, Rochester, NY 14606

WANTED: 1962 Angels, Tigers, White Sox, Indians, Orioles, Athletics, Senators, Reds, Braves, Phillies, Cubs, Harvey Haddix. 1963 Twins, Tigers, Angels, Giants, Reds, Cubs, Pirates. 1964 Wickersham, McLain, Sherry, McAuliffe, Wert, Shannon. If you have any or all of these teams write. I'll make an offer you can't refuse. If you have these teams and/or cards and are unwilling to sell them perhaps we can make a borrowing arrangement. James H. Overmeyer, Box 106 Hayes Hall, Cortland State University, Cortland, NY 13045

WANTED: Original '67 Red Sox, '67 Cards, '69 Mets, '69 Orioles. Low bid wins. Contact: Jonathan Vankin, 60 Cole Ave., Williamstown, MA 01267

WANTED: Football, 1968 Colts, Cowboys, Jets, Chiefs. Will Pay \$1.75 for each or \$8.00 for all. Teams must be in good condition. Please write: Larry Porcelli, 95-11 111th Street, Richmond Hill, NY 11419

WANTED: 1969 New York Mets. Will pay \$2.50 for team in good condition, \$3.00 for team in good condition with extra players. (24 players altogether) 1968 Mets also wanted. \$1.75 for team in good condition, \$2.00 for team with extra players. First come, first served. Bill Hoyt, 4040 NW 192nd Avenue, Portland, OR 97229

WANTED: Pre '68 baseball cards. Prefer offers from B'klyn-New York areas. Will pick up cards personally. Write: Tom Doran, 526 92nd Street, Brooklyn, NY 11209

WANTED: 1966 Orioles, Dodgers; 1968 Cards, Tigers; 1969 Mets, Braves. Will pay up to \$2.50 each, depending on condition, or teams (have 1970-71 majors, 1969 Cubs, Tigers, A's and most oldtimers) Willing to pay four-to-one with teams. Tom Robertson, 1145 NW 200th Street, Seattle, WA 98177

For Sale

15

FOR SALE: First 20 issues of SOM Review. Complete 1966 AL baseball teams. Will consider offers received by the 10th. Anthony Johnston, 4001 Cedar Hill Rd., Little Rock, AR 72205

FOR SALE: 1971 season football game - super mint condition, 1967 and 1968 Vikings teams - mint condition. 1971 season baseball game with extra players - super mint condition, 1969 baseball teams: Braves, Cubs, Mets, Orioles, Twins - good condition. Bids accepted to Dec. 15. All replies answered. Go to highest bidders. David L. Smith, Box 514, Hutchinson MN 55350

FOR SALE: 1967 complete football - \$9.00 or highest bidder. '68 Saints, '68 Patriots, '68 Falcons, '68 Eagles, '68 Bills, '68 Cards, '68 Oilers. Bid separately on teams. Marc Kenen, 15 Forester Drive, Princeton, NJ 07666

FOR SALE: Until December 10, I will take bids on the 1969 and 1970 baseball teams, and the 1970 football teams starting at \$8.00 apiece. All offers will be considered. Tom Richardson, 2136 Wilshire, Grand Rapids, MI 49506

FOR SALE: Football: condition excellent, 1971 NFL (NFC & AFC). Good condition - 1970 NFL, 1969 NFL and AFL, and 1968 Raiders, Chiefs, Bengals, Chargers, Vikings, Rams, Colts, Cowboys, 49ers, Packers, Browns. Baseball: old-timer set "A" except 46 Cards and '60 Pirates. 1971 National League with extra players, '71 AL extra players only. 1969 Tigers, Senators, Yankees, Red Sox, Athletics, Reds, Braves, Pirates, Giants, Mets, Orioles, Cubs. 1969 Tigers, Cards, Reds. Hall-of-famer teams both National and American League. Teams sold individually or as a set, and I will accept bids until December 22. David Minchin, 32 Erwin Place, Caldwell, NJ 07006

FOR SALE: 20 assorted baseball and football teams from '68-'71. Most in great condition. For list write: Tim Cawley, 3808 Wilcox, Downers Grove, IL 60515. Must include S.A.S.E. Only 2 weeks.

FOR SALE: 1970 Strat-O-Matic football teams. Sold as a complete set only! No individual teams. All 26 teams. Good condition to excellent. Best offer I receive during first week. I will only answer your letter if I am selling to you unless stamp is enclosed. Write: Mike Baitinger, 3219 N. Prospect, Ypsilanti, MI 48197

FOR SALE: 1967, 1968, 1969, 1970 and 1971 football teams in excellent to mint condition. Also 1966, 1967, 1968, 1969, 1970 and 1971 baseball in excellent to mint. Cards sold to highest bidder. WANTED: 1960, 1961, 1962, 1963, 1964 and 1965 baseball. Larry Wolf, 7602 Redding, Houston, TX 77036

FOR SALE: Over 130 player cards from 1971. Also oldtimer teams. Send 10¢ for lists which includes prices. Michael Gross, 8 Concord Drive, Englishtown, NJ 07726

FOR SALE: 1969 baseball teams. Both AL and NL plus 96 additional players. In excellent condition. All replies answered. Brian T-Bone Tanenbaum, 8638 N. St. Louis, Skokie, IL 60076

FOR SALE: 1965 complete will used baseball teams. Braves are xeroxed (not on original cards) Will sell to highest bidder. Write: Mark Chalpin, 195 St. Paul Street, Brookline, MA 02146

FOR SALE: Old-time SOM teams ("70" and earlier). Send stamped self-addressed envelope for free list. Reasonable prices. This is for real. Send today. Neal Hecker, 1255 East 103 Street, Brooklyn, NY 11236

FOR SALE: Over 500 Strat-O-Matic baseball cards available from 1963-1969. These are loose players, have no complete teams. I am selling them in sets of 50. Over nine different sets available. Cards are in fair to good condition. For more information send 10¢ to: Barry Green, 29 West End Avenue, Brooklyn, NY 11235

FOR SALE: MOVING! Must sell almost 70 baseball and football teams. Most are in great condition. MUST include stamp. For the list write: Tim Cawley, 3808 Wilcox, Downers Grove, IL 60515

FOR SALE: 1965 SOM set (poor-average minimum bid \$15.00), 1966 SOM set (good-excellent, minimum bid \$25.00), 1968 SOM set (excellent-minimum bid \$20), 1969 SOM set (excellent-minimum bid \$15.00), 1970 SOM set (excellent-minimum bid \$15.00) or will trade for 1960-64 SOM baseball teams and pre-1967 Topps Baseball Cards. Also a few hundred baseball teams (SOM) 1965-70 and football teams 1967-70 for trade only for pre-1966 SOM baseball and pre-1967 Topps Baseball Cards. All above sets are without additional players. Robert Henry, 15919 Ferguson, Detroit, MI 48227. All bids due by December 20.

FOR SALE: 1969 football \$12.50 or best offer. Must sell, need money. Excellent condition. Everett Sumner, 18912 Patton, Detroit, MI 48219

FOR SALE: '66 Braves, '67 Pirates, and Giants, '68 Tigers, Astros, Mets, Indians, Red Sox, '69 Senators. Good Condition. Bill Duffy, 409 Hillside Road, Ridley Park, PA 19078

FOR SALE: To highest bidder, (for reply enclose self-addressed stamped envelope) complete 1967 NFL-AFL, Brad Furst, Box 222, College, Grinnell, IA 50112

FOR SALE: Until November 19, I will take bids on the '67 Packers. Bid either \$ or pre-1966 BB teams. Best bid wins. Also WANTED: Pre-1969 baseball teams being sold for 50¢. Ron Greitzer, 102 Cayuga Avenue, White Meadow Lake, NJ 07866

League's Forming

LEAGUE FORMING: A well run draft, play-by-mail baseball league just finished its first season and will expand, adding 7 teams next year. If you're competent & want to join, send qualifications or if you want more information write (I'll answer all letters) soon: Rod Wolfson, 325 S. Roberts Road, Bryn Mawr, PA

LEAGUE FORMING: We are starting 2 play-by-mail baseball leagues when the new cards come out. One will be with the regular teams, we will have three 8-team divisions and play a 150 game schedule. The other will be a draft league, we will draft six teams from both league. If interested in joining either one of these leagues or both write: Gary Thomas, 58½ Frances St., or Bill Kahl, 76 E. Genesee St., Auburn, NY 13021 Cost will be \$2.00.

LEAGUE FORMING: Wanted to join any baseball league in the Spring Branch area of Houston. Write Dean Misenhimer, 1905 Pech Road, Houston, TX 77055 or call 468-4546 Houston teams before 1971.

LEAGUE FORMING: I am forming 4-man football league from 1970 teams. State 4 favorite teams. Will play 7 game schedule. Full statistics. State age. Marc Kenen, 15 Forester Drive, Princeton, NJ 07666

LEAGUE FORMING: Anyone interested in a play-by-mail or head-on baseball league write: Joe James, 16847 St. Paul, Grosse Pointe, MI 48230 or call (313) 886-5705.

LEAGUE FORMING: Play-by-mail league using 1971 season cards. All 26 teams will play a full 14 game schedule. If interested write Gary Thomas, 58½ Frances St., Auburn, NY 13021 Cost \$1.00

LEAGUE FORMING: How about a world-class SOM baseball league in the Bay Area to go along with our world champion A's? Write: Robert Routier, 262 Los Altos Drive, Berkeley, CA 94708 (415) 525-2686

LEAGUE FORMING: Face-to-face league forming in Sacramento area - will draft players from 1973 advanced set (based on '72 season) when they come out. If interested, contact: Larry Asbill, 2724 16th St., Sacramento, CA 95818 or call 442-6022 after five.

LEAGUE FORMING: ATTENTION SOM FANS!!! Join the 1st annual Winter Baseball Classic. We are looking for 60 players and 5 people to run the leagues. The winners of the leagues will play a round robin tournament. We will play a full 162 game schedule which will run until the end of March. To insure more competition only the top three teams in each division will compete. There will be a \$1.00 entry fee and an optional \$2.50 for the 7 newsletters that will be published. Part of the entry fee will go to the people running the leagues. Send your first five choices to: Steve Hippler, 1550 W. Logan St., Freeport, IL 61032

LEAGUE FORMING: Play-by-mail draft football league. We will draft from one conference which we will vote on. Write: Ken Brinkley, P. O. Box 3158, Poplar, CA 93257

LEAGUE FORMING: Final call for World Football Classic. A league already entered including GKSM! So presidents, enter your upcoming league champion! Write: Clyde Matsusaka, 1459 Punchbowl Street, Honolulu, Hawaii 96813

LEAGUE FORMING: There are presently some openings in the established Green River Baseball League. We play head to head baseball and will be playing one next season as soon as the cards come out. We will be holding our pre-season draft in late December, so anyone interested in the Seattle area please contact: Tom Ramsey, 745 Hilltop Avenue, Kent, WA 98031

Q: DOES A "HIT BY PITCH" CONTRIBUTE TOWARD A PITCHER'S POINT OF WEAKNESS WHEN HIS ENDURANCE FACTOR INNING HAS BEEN REACHED?
A: No.

Q: WITH ONE OUT, A RUNNER ON THIRD BASE, THE BATTER HITS A FLY BALL "B?". DOES THAT-- SINCE THERE ARE NOW TWO OUTS--ALLOW THE RUN RATING OF THE MAN ON THIRD TO INCREASE BY TWO ON AN ATTEMPT TO SCORE? (I REALIZE THE THROW RATING OF THE OUTFIELDER IS ALSO TO BE CONSIDERED).

A: On all flyball "B?", the runner's rating is increased by two no matter how many are out. Always add the two on the flyball B? and then take into effect the outfielders throwing rating before drawing a split number.

Q: WAS THERE A PRINTING MISTAKE MADE ON THE NEW CARDS INVOLVING TOMMY AND BROCK DAVIS' STEAL AND RUN RATINGS? TOMMY DAVIS IS RATED A "B" STEALER WITH A 1-9 RUN RATING, WHEREAS BROCK DAVIS IS AN "E" STEALER WITH A 1-16 RUN RATING.

A: There was no mistake. As Brock Davis was 0-6 in stealing attempts but is known to have good speed, while Tommy Davis was 7-8. However, he is not one of the faster speed merchants because of a bad foot. Remember, sometimes the ability to read a pitcher's move is better than having that extra speed when it comes to stealing.

Q: WHAT IS THE CRITERIA USED BY SOM CREATOR HAROLD RICHMAN IN DETERMINING STEAL RATINGS? (HOW MANY STOLEN BASES DETERMINES AN "AAA", "AA", "A", "B", ETC.)

A: A formula is used based on attempts, successful steal percentage and playing time.

Q: IS THERE ANYTHING WRONG WITH REMOVING THE SPLIT END FOR A SECOND TIGHT END OR THE FLANKER FOR A THIRD RUNNING BACK IN SOM FOOTBALL? I HAVE GOTTEN SHOCKED RESPONSES FROM OPPONENTS AT TIMES WHEN I'VE DONE THIS, DESPITE THE FACT THAT IT OFTEN HAPPENS IN REAL-LIFE!

A: This is perfectly alright. The added tight end's defender is the right cornerback, the one who would have covered the split end.

In The Strat-O-Matic Spotlight

CONVENTION PLANS NOT SET

Plans for the 1973 Strat-O-Matic Convention are still indefinite as of the close of the year. There definitely will be one, however, but when and where are still being worked out.

Target date is again for the summer months. Plus there's a possibility the Strat-O-Matic Game Co. might be directly involved this time. If so, the choice of sites could swing toward the east, probably very near the company headquarters at Port Washington, New York, on Long Island.

In discussions with the game company, we've found that a final decision will probably not be made until January or February. Of course, as soon as a decision has been made, the readers of the Review will be immediately notified in the next issue.

Discussion also has centered on the length of a convention, with a two-day gathering a possibility as well.

Harold Richman, owner and creator of the Strat-O-Matic games, has already made one suggestion we feel is an excellent one. If a football tournament is held again--which seems most likely--random teams will be chosen by the participants. But, instead of coaching one team throughout the game, teams will be switched at halftime, thus both coaches will handle each of the teams. It won't be so much a contest between which is the better team, but which coach is tops--and that's the way it should be.

CHRISTMAS TIME

Since Christmas isn't far off and shopping time for gifts is growing short, don't forget that Strat-O-Matic games make great gifts.

The editors of the Review strongly recommend the Gift Special Sets in both football and baseball as excellent gift choices. Here the money outlay is minimal, the recipient receives the top teams in both sports, plus all the game parts are there so only new cards need be ordered in the future.

GKSML FOOTBALL

The Greater Kalamazoo Strat-O-Matic League football season is now well under way, eight coaches strong. Joel Wright, however, the traditional baseball kingpin, is not participating because of work commitments. That means that someone else, for a change, might win something.

Each coach picked two teams--one in the NFC and one in the AFC--when the draft was conducted. Here is the order of the draft: 1. Miami (AFC); 2. Washington (NFC); 3. Dallas (NFC); 4. Baltimore (AFC); 5. Kansas City (AFC); 6. Detroit (NFC); 7. Los Angeles (NFC); 8. Minnesota (NFC); 9. Oakland (AFC); 10. Cincinnati (AFC); 11. Pittsburgh (AFC); 12. San Francisco (NFC); 13. Philadelphia; 14. Cleveland (AFC); 15. Denver (AFC); and 16. Green Bay (NFC).

With five games to go, seven of the eight NFC teams are within two games of first place, showing the closeness of that race. One of the most dramatic ROM grid games ever was recently played. It matched Warren Newell's (brother of Review editor Del Newell) Pittsburgh Steelers against Jeff Sampson's Cleveland Browns.

With the Steelers ahead by five points, the ball on the Cleveland 12 and one play left, a pass defense was called (the three linebackers all blitzed but no receiver was double-teamed) and the "bomb" was thrown. A "6-9" was rolled on the throw to Frank Pitts from Bill Nelsen, meaning "Free Safety X or Long Gain." It was a long gain! Still it would take a "2" or "12" to beat the Steelers, since 88 yards were

needed. The roll, as luck would have it, was a "12"--a touchdown and victory for the Browns! Hooray for Jeff, and a tear for Warren.

Incidentally, the loss was the second straight that occurred on the last play for Warren. The week before his Steelers had lost to Kansas City on a last-play field goal. Make that two tears.

THIS 'N THAT

...Some misconceptions that should be cleared up regarding Dave Brandell's letter in November Review: some readers thought Calvin Hill had gained 700 yards in one game. This was not the case, rather that he had gained this many yards during a 13-game schedule, playing two quarters each game. Secondly, your remarks were directed at the advanced version of the football game, not the elementary, which we have not played....In a Super Bowl replay by Ed Fullam, Riverside, RI, Dallas romped over the Miami Dolphins just like in real-life, 47-14. Roger Staubach was voted the game's MVP after hitting on 18 of 26 passes for 214 yards and rushing for 66 yards in only four tries. Duane Thomas racked up three touchdowns and totaled 83 yards in 20 rushing attempts, while Mercury Morris gave Miami something to cheer about with a 100-yard kickoff return and Larry Csonka ground out 79 yards in 18 carries....Dan Markind, Cherry Hill, NJ, agrees that Babe Ruth had great years in 1921 and 1927, but someday would like to see a card for him based on 1920. Although Ruth's totals were less in all the hitting categories, he batted 100 less times, plus set an all-time record for home run percentage, points out Marking....Larry Steinberg, Skokie, IL, taking the cue from Joe Belzer who pitched Walter Johnson against a ragamuffin lineup of hitters to see the results, tried just the opposite. This time an all-star hitting lineup was created and Steve Hargan (righty) and Jim Merritt (lefty) pitched against it backed by all "4" fielders. The results: Hargan gave up 168 hits, walked 43, allowed 17 homers and had an ERA of 8.60 for 90 innings, and Merritt gave up 137 hits, walked 20, yielded 16 homers and had an ERA of 8.02 for the same inning-span....Adding to the marathon craze, Billy Peters, Cleveland, OH, claims to have played 60 games of SOM Baseball during a 48-hour period.

Comment to the letter by Charles Kilgus in Reader's Roll 'Em.

When the Strat-O-Matic Review moved from the idea stage to reality, it was decided by the editors to steer clear of criticisms of other games, the feeling being that SOM was No. 1 in our eyes and why drag it down by jumping into a bottomless pit of name-calling and biased opinions with other game companies or fans of such.

Evaluation of different games, we feel, could never be done objectively. The Review will print constructive criticism, as you've pointed out, about SOM, which is a breakthrough when compared with the policy of almost every other table-game publication.

One publication even goes so far as to run a listing of the games, according to popularity. Of course, certain games always rank at the top--not surprisingly, since the paper and the game company are one and the same.

A couple of very biting letters, critical of both the Review and the game company, have crossed the desk of the Review. These were from non-subscribers and, obviously, fans of another game company. You can see what would happen if these were allowed to get into print.

It would be interesting to have an independent table-game paper available but, even if costs and a nation-wide advertising campaign for subscribers were possible, we're convinced it wouldn't be long before all objectivity was lost and the editors soon would be favoring one game over another, although perhaps not meaning to do so.

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

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(Continued from page 9)

find that 90% were owners of other sports games. Today, as never before, there is an overwhelming increase of interest and participation in table games. I'm sure this fact has been noted by others simply by the increase in manufacturers of sports games, most noticeably the introduction of Sports Illustrated games.

The point is this, not one newsletter that I know of deals in any way with unbiased "opinion" about other games or even discussions in a "Readers Roll 'Em" section. It's great that you print comments and articles criticizing SOM, and the fact that you sent out a questionnaire definitely indicates interest in your subscribers--a big plus for you--and also shows a sense of realism, so why not at least submit this to your subscribers and see how they feel on this subject.

It was mentioned sometime ago that the SOM Game Co. had plans in the works for another sports game. I believe that the preliminary indications were that it would be a basketball game. I hope that the development isn't too far along because I think hockey is the game of the future, and certainly a poll conducted on this issue would bear me out on that fact also. If I had the time and money, I would start the publication of an independent sports table game paper.

Anyway, let me conclude these "few lines" I originally intended to write. Keep up the good job you're doing with the Review and I hope to hear from you one way or another regarding this matter. Thank for listening.

Charles D. Kilgus, Philadelphia, PA

(Comment to this letter on page 19)

Coming next issue will be, of course, many more replays and playing tips along with the results from the survey taken by the Review in the November issue. Replays and playing tips from our readers have slacked off over the past few months and we would appreciate hearing from you. After all, it's your letters that make up the Review.