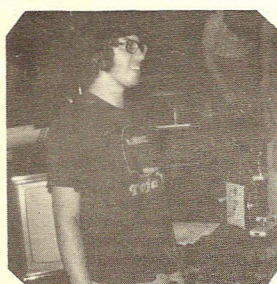




Devoted exclusively to the
Strat-O-Matic Game fans, with
the consent of the Strat-O-Matic
Game Co.

* Vol. III-8, October, 1973 40¢ *



PICTURED ARE, LEFT, BRAD
FURST; RIGHT PHOTO, FROM
LEFT, DEL NEWELL, STEVE
BARKAN, JEFF GUTERMAN,
ADAM LANG AND ROY DAIELL

To The Winners...

Went TV Sets



Convention Champs Crowned

Editor's note: Here is the second and final part of the "Convention '73" story.

Now, how did the tournaments come out and who were the lucky (also very skillful) people who took home those television sets?

Adam Lang of Paramamus, NJ, emerged the champ in the advanced football tournament, which included some of the top stragetical minds in the East and many gamesters who represented various areas as league champions. Lang, decked out in a baseball cap and a picture of composure despite mounting tension as the tourney progressed, defeated a pair of brothers to take away championship laurels.

In the semifinals he disposed of 13-year-old Josh Garfield (see the Sept. Review for in-depth story on the Garfield brothers) of Great Neck, NY, 17-6, then, with a crowd of onlookers ringing the table, he defeated 15-year-old Maurice in the finals, 26-10. Lang's feats were more remarkable since the Garfield brothers had earlier rolled over a number of rugged foes and in the process won the hearts of the huge throng and became the sentimental favorites.

Lang, good-natured throughout yet a study in concentration while the games were in process, will be a second-year student at the University of Chicago this fall, majoring in biology. He's been playing the baseball and

football games since '68. "Actually I came to the convention as a standby player in both sports, just hoping for a chance to enter," reflected Lang. "Every game was tight in football. I tied in my first game--in everything, points and first downs--and won my second, 7-3. In baseball I won the first four games, but then had to drop out at noon the second day because of the time limit."

Lang, it should be pointed out, was the only one to advance deep into both tournaments--in football and baseball. Finally, because of limited time left, Adam made the decision to pursue the grid tourney all the way and drop out of the baseball. If it had been a three-day tournament, perhaps Lang might have been a double-winner. But, what would he have done with two TV sets?

Advanced football championship game summary:

Adam Lang [Vikings]	6	13	7	0--26	9 FDs
Maurice Garfield [49ers]	0	10	0	0--10	10 FDs

The other winner of a color television set was Joel Furst, a 20-year-old student at Syracuse University who hails from Stamford, CT. Joel defeated a 13-year-old battler by the name of Jay Grossman [Tenafly, NJ] by the slim margin of 5-4 in runs to win honors. Catfish Hunter pitched a four-hit shutout for Joel in the first game [2-0] and then, although he lost the second, 4-3, with the '71 Cubs, the one-run margin held up.

Joel's training ground for success turned out to be a dorm league he participated in at Syracuse. "It was a 10-team, 10-manager setup," said Joel, who advanced in the tourney after losing his first series on the basis of hits [some losers in the close games advanced into the second round and Joel was one of them] and later won quarter-final and semifinals series by narrow 5-4 run margins.

Championship baseball summary:

Joel Furst [A's]	100	000	001--2	5	0
Jay Grossman [Cubs]	000	000	000--0	4	1

Catfish Hunter; Ferguson Jenkins, Juan Pizarro [9].

Joel Furst [Cubs]	110	001	000--3	9	1
Jay Grossman [A's]	202	000	000--4	4	1

Juan Pizarro; Ken Holtzman, Rollie Fingers [7].

A pair of teen-agers hooked up in the finals of the basic football tournament, with Jeff Guterman, 15, a sophomore-to-be at Roslyn High School, Roslyn, NY, defeating Stuart Slote, 14, of Tenafly, NJ, 20-7. Defense was the name of Guterman's game throughout the tourney as he recorded wins by margins of 21-3, 30-10, 20-6 and 20-7 in the finale. All told, he allowed only 26 points in four games. Washington and Cleveland, 1971, were the teams used, with Slote having the Browns in the first half and Washington in the second.

"My strategy didn't work this time," remarked Slote afterwards. "I was behind 10-0 at halftime, but figured with Washington I could come back in the second. I had won my last three games with second half rallies after being behind."

Championship basic football summary:

Jeff Guterman [Washington]	3	7	10	0--20
Stuart Slote [Cleveland]	0	0	7	0--7

In the basic baseball, Roy Daiell of Jamaica, NY, who plans on being a high school teacher this fall and is a graduate of Rhode Island University, went all the way with an unorthodox method of setting his lineup. Before each game Roy would pick his starting lineup and then shuffle the cards to determine the batting order. His method worked as he breezed to a championship series win over Joe French of Fords, NJ, 10-3, winning both games.

"I came for the football tournament and got in the baseball as a stand-

by," mused Daiell while waiting to carry out his black-and-white TV set. "I won my first two games by two-hit margins and had to come from behind in almost every game of every series. The first day I didn't even bring a baseball team. I had to borrow the '69 Pirates, then the '71 White Sox. Saturday I had my own team, the 1966 Astros.

Basic baseball championship summary:

Roy Daiell [Astros]	010 000 020--3	8
Joe French ['67 Braves]	001 000 010--2	3

Mike Cuellar, Barry Latman (9); Phil Niekro.

Joe French [Astros]	000 000 001--1	7
Roy Daiell [Braves]	430 000 00x--7	12

Barry Latman; Denny Lemaster.

CONVENTION NOTES

* Strat-O-Matic creator Harold Richman, crew-cut and admitting to never being able to see the sunny side of age 35 again, says to look for a much-requested addition to the baseball game next year and also the release of a new old-timer set (mentioned in the Sept. Review and again this month).

* Robert Henry, a mathematics whiz and table-game buff from Detroit, MI, attended the two-day convention. He never entered the tournaments, but said he wanted to come to just meet and talk with Harold Richman, browse and, perhaps, trade cards. He also, incidentally, orders three issues of every Review.

* Eric Popkoff, who rang up some lopsided victories early in the advanced grid tourney, is the second best player in a 47-member head-to-head Brooklyn-based league. Wonder where No. 1 was?

* Dick Wimmer, a good friend of Harold Richman's and an old Strat-O-Matic playing buddy of his, tried his luck in the football tournament after an absence from the game of almost five years. "He used to beat me regularly," laughed Richman. "He was very good at the game, but I think the layoff hurt him as he lost to William Stowe by a pretty good score in the second round." Stowe, it should be mentioned, later lost to Ron Safer (44-10), who lost to Dave Waters (17-13), who in turn was ousted by Adam Lang (17-13) in the quarter-finals. And so it went...

* No official mention was made about a Strat-O-Matic Convention for next year. It's a solid bet there will be one, however. Where and when will be decided later.

* Strat-O-Matic games are now being sold retail in stores in the New York area. Abraham and Straus, naturally, is one of them. In fact, passersby could hardly help but notice the football game on display in the area adjacent to the convention center.

Coming Next Month...

...The Garfield Brothers, Maurice and Josh, report on their 1971 pro football replay, with statistics and playoffs included...Review co-editor Mike Allison presents a replay of the Old-Timer Baseball teams--a two-year undertaking, 154-game, two-division setup...Mike Gilbert will give another in-depth look at two Old-Timer teams, this next month it will be the 1934 St. Louis Cardinals and the 1931 Philadelphia Athletics...A jam-packed no-hitter section (extra long to make up for it being excluded in October because of an overflow of ads...J.G. Preston reports on the league scene...What past year's teams are available for sale from the Strat-O-Matic Game Co...and much, much more, all coming your way in the November issue of the Strat-O-Matic Review...

A Look At S-O-M Basketball ⁴

By STEVE BARKAN
Strat-O-Matic Game Co.

I first saw the new Strat-O-Matic Basketball game in the spring of 1972. I had picked up my boss, Mr. Harold Richman, on this particular morning and I noticed he had a small box with two pieces of cardboard with him and knowing that he had been working on the basketball game, figured that this was it. Having confirmed my suspicions, I sneaked a peek into the box when he went into a store to buy the morning paper. To my disappointment, the long awaited game consisted of some three-by-five cards, a bunch of pawns and four dice, one of which was completely foreign to me. Naturally, I couldn't make heads nor tails of it.

That morning, after the paperwork was done, James Williams and I were summoned into a small ante-room just off our office area where we have enough privacy to test products in the only way possible--by playing them! Mr. Richman started explaining the game, after spreading the parts out on a table. "This game is different from other basketball games on the market in that you can move your defensive players either close or back to the man they are guarding" (so that's what those rectangles on the board were for) and "each player has a shooting rating which would prevent a player from taking too many shots and possibly distorting the game."

The peculiar die I had noticed before is used to test the rebounding abilities of the players, but a "rebound situation" would only be coming up approximately one-third of the time.

The first two teams made up to do the testing with were the finalists in the 1971-72 NBA championships, the Lakers and Knicks. Games were to be played on a round-robin basis with James and I alternately going up against Mr. Richman, then against each other. We would play a series of 10 games with statistics being kept in every possible way. After the first series of games, however, we changed the rebounding procedure to eliminate the extra die. Every time an "8" came up on the dice roll, there would be a "battle on the boards". An additional rule was that a pass situation would come up after every foul shot was taken.

In all, I would say that approximately 400 games were played for the complete testing. The testing was done with six teams only, in order to get as much of a team variation as possible. The six were the Lakers, Knicks, Atlanta Hawks, Seattle SuperSonics, Cincinnati Royals and Portland Trail Blazers. Statistics kept included field goal percentage for outside and penetration shots, with the defender close, back and double-teaming; foul shooting percentage, turnovers, fouls and offensive fouls, and both rebounds and offensive rebounds in regular play and rebound situation play. In the case of pass situations, statistics were kept for turnovers, dazzlers and good passes (now known as percentage shots although at the time they were not in the same form). With all the testing that was done, we had to come up with some interesting happenings, and we did.

The first memorable game was just the second one tested. Mr. Richman had the Knicks and had a one-point lead over James' Lakers on the last play. James moved Chamberlain outside on offense and Mr. Richman moved Jerry Lucas outside to stop a possible outside shot. However, using the trickery that he is known for, James drove with Bill Bradley and a center's defensive inside (make that Jerry West driving) came up, so the winning basket scored.

There are two games that I played that were my favorites because they involved individual efforts by two players not noted as superstars, although I lost one of those games. The first involved Jim McMillian of the Lakers, who, after a horrendous first three quarters against James' Knicks, hit 12 of 15 last period shots and gave me an easy win after I had trailed by 10 points going into the final quarter. McMillian when he was in college, incidentally, was my favorite player. That's why I stayed with him--I knew he'd snap out of the slump.

The second individual performance involved the Royals and Matt Guokas
(continued on page 23)

Readers Roll 'Em

DISAGREES WITH FIELD GOAL IDEA

After reading Victor Bobnick's suggestion that field goals be modified in a way such that players who actually kicked a higher frequency of field goals from a greater distance should not be able to do so in S-O-M (July, Review), I would like to offer this comment.

The 1971 Jan Leypoldt of Buffalo is better at kicking field goals in both the 23 to 32 and 33 to 42-yard line ranges than in the 13 to 22 range. According to the 1972 Official National Football League Record Manual, Leypoldt was 0-2 kicking field goals in the 13-22 range and 5-6 in the 33-42 range. Why not let his card show it? I think there is a tendency for many S-O-M players (myself included) to play the game according to the cards, and not according to real football strategy.

Suppose the real 1971 Buffalo Bills had a third down and eight situation on their opponent's 25. The Buffalo coach doesn't "look at Leypoldt's rating on the specialty card" and decide that Jan would have a better chance at a field goal from the 25 than if he were in at say, the 21. Of course, the real coach would have his team try for the first down, or at least get in a little closer for the field goal. S-O-M coaches should do the same.

The S-O-M cards should be used to indicate what a player would be expected to do, not what he actually should do in the S-O-M games. In other words, S-O-M coaches, and I have to include myself here, have the tendency to say this is the type of performance we should expect from the player. We are using the cards to foretell the future. In real football, a coach would not be able to foretell that Leypoldt would kick better from further out.

We should play the game as if it were a real football situation. I think the cards should remain as statistically accurate as possible. And if missing a 20-yard field goal attempt, when the 30

yarder would have been good, costs a team a game, so what? It might just have happened that way in the real game. Don Frankfort, Hot Springs, SD

RETURNS TO THE REVIEW

I am back to the S-O-M Review for one big reason after almost a year's absence. After introducing the game to countless friends at college with fruitless results, I needed reassurance that others, also, played the game with enthusiastic interest.

I also have a couple of tips for beginners that took me two years to realize. One, roll the dice on a washcloth (or some soft surface) to avoid driving others crazy from the sound.

Another suggestion is painful at first, but avoids duplication for post-season stats with individual player card records. Keep an alphabetical index for the lesser-known players and note what team the player was on when you recorded his latest achievements. Keep your stat cards in teams. Several years later you can locate the stat card of a player that was traded by looking it up in the card index. I hope I may have opened up new ideas for someone.

Rick Hudson
Des Moines, IA

HITS 'FAKE' NO-HITTERS

The Review is getting better every month and I am sure I can speak for a great number of fans when I say I thoroughly enjoy the paper.

Recently a fan wrote about his displeasure with the no-hitter column. Although I appreciate the no-no, I cannot appreciate the efforts of some players to get the no-hitter. For example: Grover Alexander vs. low-hitting 1970 players. The no-hitter, and perfect game, are held in high esteem by true baseball fans. Let's keep it that way. As S-O-M players, let's take pride in our realism and professionalism.

Mark Hill
West Seneca, NY

PRAISES S-O-M

During the last few years I've been playing Strat-O-Matic Baseball and it seems to be the only game that I play in which I don't find myself just throwing dice and not realizing the results. Although I'm a college student, I play the basic version with only a few variations (the amount of games a player can be injured is changed via a chart found in an earlier issue of the Review). Perhaps, this is the beauty of the game--your ability to mold it as you wish.

Regretfully this letter is not all flattery. Of course, the game can use some changes--individual pitcher's hitting cards would definitely be welcome. But most of these things are minor to everyone but the true figure filberts. I would not like to sacrifice (no pun intended) certain aspects of the game just for individual pitcher's cards. All in all, I'd say that Harold Richman is doing a tremendous job.

Rich Goldberg
12 Trumpet Lane
Commack, NY

RANDOM NUMBER BOOKLET

Since beginning a subscription to the Review back in June, my friends and I have been pleased with what we have seen. We had no idea that Strat-O-Matic games were played so much and so enthusiastically. We were surprised to see such things as play-by-mail leagues, talk of a convention and advertisements.

One thing has puzzled us, however, and that is random number booklets, which have been mentioned but never explained fully. Could you explain?

Larry Mueller, Glenn
Strass & Harold Knight

Editor's note: A random number booklet is a set of pre-prepared numbers (arranged so the mathematical probabilities are correct) enabling a gamester to play without using dice. The random number booklet is especially valuable in play-

by-mail leagues because it permits, using the same booklet and arrangement of numbers, players miles away to know the results.

A complete random number chart was printed in the Feb., 1973, Review. It was contributed by Robert Routier of Kensington, CA. Back issues, at this writing, are still available of the Feb. copy. They can be obtained from the Review office at a cost of 35¢.

HOME VS AWAY

I have been playing Strat-O-Matic for many years and recently joined a play-by-mail league.

When I joined I thought many managers probably cheated at home. In the July issue of the Review, for instance, there was an article about NASDL and it was noted that the home records were much better than the away. Some might say that this proves that there is 'cheating' at home.

There may be some, but there is a good reason for the better percentage when playing a game at home. The visiting manager's instruction sheet, no matter how thorough, still usually leaves instances where the home team manager must make decisions not covered by the instructions. Instructions, for example, rarely cover when to intentionally walk a batter, when to pinch-hit for someone other than a pitcher, when to call for a surprise suicide squeeze, etc.

The home manager does have a definite advantage in some of the above mentioned situations, but that does not mean that cheating as such is going on.

Rich Ivry
19 Westwood Rd.
Storrs, CT

ALL-TIME BEST TEAMS

I agree with Perry Clarke's advice in an earlier issue of the Review that all-star teams for each baseball team should be made. This is a great idea because a team like the New York Mets had great pitching but usually not much offense. Only in 1969 did the Mets put it together.

Also, I would like to see old-timer football teams put out.

Richard Gant
Brooksville, FL

Rating The Old-Timer Teams ⁷

Mike Gilbert of Hinsdale, IL, has an avid interest in the Strat-O-Matic Old-Timer Baseball card set, an area in which he feels the Review has neglected to some extent. He has done extensive research with the Old-Timer set and has made comparisons between the teams as far as batting average, stealing ability, running, home run power and fielding. These ratings were all mathematically figured, plus, in addition, he also made some personal ratings of his own for starting and relief pitchers and bench strength.

Mike has played most of the Old-Timer teams through 154-game seasons, so he's had first-hand experience watching the strengths and weaknesses of the teams over a long haul.

Starting this month, the Review is presenting two teams with Gilbert's ratings and comments--something that will be continued until the Old-Timer card set is complete.

The leadoff teams in the series are the 1927 Yankees, featuring Babe Ruth and Lou Gehrig, and the 1922 New York Giants, whose regular starting lineup produced the best batting average [.326] of all the Old-Timer outfits. Incidentally, despite the famed "Murderers Row" of the '27 Yanks, five teams had a higher regular lineup home run average than the Bronx Bombers, with the '61 Yanks the best when it came to providing souvenirs for the bleacherites.

Here are Gilbert's ratings of the '27 Yanks and '22 Giants:

1927 New York Yankees

Note: All ratings taken as an average on a straight curve from Old-Timer teams, except for pitchers (starters and relief) and bench, which are based on opinion. The rating scale is as follows: 1 -- Poor; 2 -- Fair; 3 -- Good; 4 -- Excellent.

Average - 4.7	[.320]	Lineup to think about
Stealing- 4.4	[C]	1. Combs CF-1
Running - 2.6	[1-13.1]	2. Meusel LF-1
Power - 4.5	[18.9 HRs]	3. Ruth RF-2
Fielding- 3.7	[1.88]	4. Gehrig 1B-2
Starters- 4.4	--	5. Lazzeri 2B-2
Relief - 4.0	--	6. Koenig SS-2
Bench - 4.4	--	7. Collins C-3
		8. Dugan 3B-2
Totals	32.4 4.05	

Comments: Don't be afraid to mix up lineup--it will win as long as the first four men are still in it. Put Gazella in for Dugan and shift everyone down a position, putting Gazella in the leadoff spot. Change catchers to fit the opposition's stealing. Don't steal unless way ahead or, if it happens, way behind. Pitching fine--Hoyt, Pennock, Shocker and Ruether. Don't be frightened off by Ruether's card--he'll win if not left in too long. Switch Moore and Pipgras as No. 5 starter, depending on how good opponent is. Use Thomas for a laugh.

1922 New York Giants

Average - 4.9	[.326]	1. Frisch 2B-1
Stealing- 4.6	[C+ 2.5]	2. Bancroft SS-2
Running - 4.4	[1-14.5]	3. Snyder C-1
Power - 1.6	[8 HRs]	4. Stengel CF-2
Fielding- 4.5	[1.63]	5. Meusel LF-2
Starters- 2.1	--	6. Kelly 1B-2
Relief - 1.5	--	7. Young RF-2
Bench - 4.5	--	8. Groh 3B-1
Totals	- 28.1 3.5	

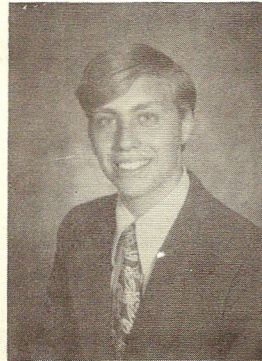
Comments: Lineup can be easily varied by changing Bancroft and Youngs and switching Snyder, Meusel and Kelly around. Will beat low average-high power teams. Team average is easily increased due to holding on of runners. Always take extra base except with Groh and Snyder. Steal only when run is not crucial or facing "3" or "4" catcher. Average is so high that team can pick away one run at a time, or can have big inning. Desperate need for pitching. Nehf, Barnes, and Ryan are good enough with such a powerful lineup, but cannot afford to relieve. No. 4 and 5 starters will include McQuillan, unfortunately. Don't be afraid to use Scott and Toney as starters.

Strat-O-Matic Spotlight

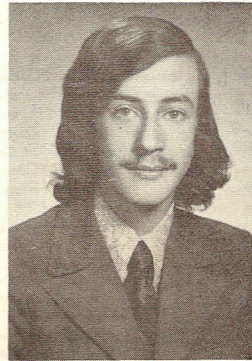
TRAIL OF TWO STRAT-O-MATIC BUFFS

Jeff Fleischman of Downey, CA, and Larry Steinberg of Skokie, IL, are positive proof that Strat-O-Matic can be a tie that binds. The pair, both members of the Greater United States S-O-M Organization (Jeff was the league's organizer) spent a month apiece at each other's homes during the summer, plus also attended the Strat-O-Matic Convention in Brooklyn, NY, together.

During their travels they went to six Major League ballparks, met league members Steve Elia, Dave Lengel and Ted Gartner face-to-face for the first time, at the Convention, and discussed at length plans for the league, now in its second year, and, of course, played a lot of S-O-M Baseball.



JEFF FLEISCHMAN



LARRY STEINBERG

Back at their respective homes now, the two report that letter writing is outmoded as far as they're concerned--they now communicate by means of cassette tapes.

As far as the GUSSOMO itself, the halfway point (77 games) has been reached and the National League has defeated the American League, 6-3, in the league's annual all-star game. The league itself is an actual team replay by mail, with trading (between leagues, too) permitted. Leaders are the Minnesota Twins (Oakland is 6½ games out), Boston (Detroit is 5½ back), Houston (Cincy is 1½ behind) and Pittsburgh. Each league member has his own team and Fleischman and Steinberg are the league presidents.

All the GUSSOMO members had a good time at the Convention, but as far as the tournaments were concerned they all exited early. Of course, that gave them

more time for league "shoptalk". Overall, the average age of the league members is 18, with the oldest 30 and the youngest 14.

Jeff and Larry also sent along a 42-page booklet jammed with statistics for the halfway point of the season. Among the leaders in the individual categories are Dick Allen [home runs, 24, and RBI, 63], Bill Russell [.379] and Carlos May [.343] in hitting and Nolan Ryan [1.37] and Gary Nolan [1.40] in the earned run average department.

NO READER TEST INTENDED

Some alert readers of the Review, such as Craig Heiland of South Gate, CA, have cried "foul" on the Review staff for the comment in the last two issues that only the National Football Conference was printed in the first year of the Strat-O-Matic Football Game.

Those readers with the long memories (and also the cards to prove it) are right in pointing out that, yes!, the American Football Conference was also printed in that first grid season--which was based on 1967 and printed in 1968. The Review stands corrected and, honestly, no reader test was intended to see if you were alert.

Co-editor Del Newell is the culprit behind the "fictional journalism". It seems that back in 1968, Del ordered the NFC cards only, feeling that he wouldn't have the time to complete a solitaire season with both conferences. As the years passed, Del forgot about the AFC and when he didn't find the conference among his older football card sets he believed they never were printed.

Now the error has been corrected, however. So, one and all, yes! the American Football Conference teams were printed in that first year of S-O-M Football.

THIS 'N THAT

...The Review recently received its first report of five home runs being belted out in a single game by one player. Duke Snider of the 1953 Dodgers turned the trick for Joe Belzer of St. Louis Park, MN, in a solitaire game against the 1946 Boston Red Sox. The Duke smashed all his homers off his own card, drove in 10 runs as Brooklyn romped, 13-0...While on the mention of great hitting feats, Thurman Munson, the New York Yankee catcher, stroked seven hits in seven at-bats in a game played by C.P. Mohr of Port Chester, NY. Six of the hits were singles and the other a home run. The 1970 cards were used. Munson's feat was the greatest S-O-M happening for Mohr, who admits that he's played 1,169 games and has yet to see a no-hitter...Kicker Don Cockroft of the Cleveland Browns can share equal billing with Snider and Munson in the great feats department as the '72 version split the uprights with nine field goals and a pair of extra points--29 points altogether--as the Browns trampled the Baltimore Colts, 43-7. Jody Eisenman of Brooklyn, NY, was on the dice-rolling end of the booting show...Terry Neiss of 5809 Linglestown Road in Linglestown, PA, and Jim Stewart of 483 Ryderr Lane, East Brunswick, NJ, both have put out a plea to find out how to set up a play-by-mail football league and particularly how to set up an instruction sheet for such a PBM league. Any experienced grid dice-rollers who would like to answer the plea?...Len Dawson, Kansas City's aging but always able quarterback, filled the air with footballs in a free-scoring 34-30 victory over Detroit. Dawson completed 28 of 37 tosses for an amazin' 500 yards. Otis Taylor caught 14 passes for 311 yards..Richard Gant was the gamester viewing the aerial circus...In a baseball test of strength between the '53 Dodgers and the '71 Pirates in a best-of-seven-game series, it was Dodger outfielder Carl Furillo who flexed his muscles most when it counted. With the series, played by Robert Burns Jr. of Brooklyn, NY, knotted at three games apiece, Furillo walloped a bases loaded home run in the sixth inning of the last contest to spark the 'Bums' to a 7-1 victory...In the third so-called "Battle of the Sexes" series, Rick Shapiro of Skokie, IL, defeated Donna Chevette of Plainfield, CT, 11 games to 6. "Wolfman" used the 1972 Pirates and Donna the Oakland A's of the same year. Richie Hebner was the slugging

star for the Pirates with five home runs, 13 RBI and a .321 batting mark, while Dock Ellis (3-0) and Bob Moose (3-1) were the pitching standouts. Mike Epstein was a bright spot for Donna's charges as he also tagged five homers, plus drove in 10 runs. Jim (Catfish) Hunter compiled a 3-1 record... Clyde Matsusaka, 15, of Honolulu, Hawaii, has won four straight Greater Hawaii Strat-O-Matic League baseball titles and picked off two championships in a row in football. Shades of Joel Wright!...Who says the pitchers are dominating baseball? Dick Hunt watched the hitters take over recently when on Aug. 25 he played a game between the Detroit Tigers and the San Francisco Giants. When the smoke of battle(?) had cleared, the Tigers had clawed the Giants for 23 runs and 23 hits, including a grand-slam homer by Al Kaline and a pair of roundtrippers by Norm Cash and Gates Brown...

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 ads, specify either WANTED, FOR SALE, or LEAGUE FORMING, and 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. Ads, to be included in the next issue of the Review, must be in by the third of the month.

Wanted

WANTED: Any pre-1971 baseball teams from both leagues. Interested in additional players. Will pay any reasonable price. Send lists to Guy Guglielmi, 3005 Rueckert Ave., Baltimore, MD 21214

WANTED: I desperately need the following baseball teams. 1961-65, all players and teams in both American and National Leagues; 1966 Orioles, White Sox, Angels, Indians; 1968 American League; '69 Ken Boswell; '70 Reds and Tommy Harper and the '68, '69 and '70 extra players. I will pay well or trade the following: '69, '71 and '72 NFL teams and game parts [optional], also '70 49ers and Vikings. New, never used S-O-M Basketball game. Will consider any and every offer. Send to Chuck Reubens, 210 Jordan Ave., Rochester, NY 14606

WANTED: Baseball teams and individual cards for 1960 through 1971. I will pay well for any pre-1965 teams or cards. Send offers to: Larry Wolf, 7602 Redding, Houston, TX 77036

WANTED: Desire to purchase copies of S-O-M sets in football for 1968 Green Bay, Oakland and Kansas City; 1969 New York Jets, Baltimore; 1970 Minnesota. E.R. Story, 200 Rebecca No. 29, Bryan, TX 77801

WANTED: Any baseball team of and before the 1963 season and also the 1970 and 1971 seasons. Also, any football team of the 1967 season. Contact: Walt Karwicki II, 252 West Cottage Place, York, PA 17403 Please quote price. Also want 1964 pennant winners and contenders.

WANTED: 1969 teams in National and American Leagues. Also, 1962-1968 Yankees. Send price and condition to me. Mike Custer, 500 5th Ave., Lyndhurst, NJ 07071

WANTED: American League--1963, '64, '65, '66, '67; National League--1963, '66, '67; Marichal, Cepeda, Mays, Stu Miller, Cardenal, Orsino, McCormick and Giants, White Sox for 1964; '65; '66; Priddy, Hands, Stu Miller and Giants for 1967; '68; '69; Hundley, Cepeda for 1968; 1969 Cardenal; 1971, 1972 Giants' extras; 1972 Simpson;

Sporting News Baseball Guides 1959-1971, especially 1967. Pay well for cards in excellent condition. Jon Silver, 22 Grove, Portola Valley, CA 94025

WANTED: Any baseball teams from 1960 to 1967. I will pay very good prices. Will pay extra for White Sox and Cub teams from those years. Also want the following football teams: 1967 Bears, Packers, Lions, Rams, Cowboys, Eagles, Redskins, Oilers, Browns, Colts, Jets, Patriots, Chiefs, Raiders, and Chargers. 1968 Jets, Colts, Cowboys, Rams, Packers, Chiefs, Steelers and Oilers. 1969 Vikings and Bears. Write: Jim Williams, 9044 Cline Ave., Highland, IN 46322

Editor's note: In 1960 and 1961, only an all-star and selected teams were available in baseball. Starting in 1963 (and based on the 1962 season) all the baseball teams are printed.

WANTED: Strat-O-Matic Baseball teams for 1970. Must be in good condition with all players intact. Write: Mike Anderson, 4022 Sylvia St. S.E., Salem, OR 97301 Please state teams available and price.

WANTED: 1969 Mets and Orioles. Will take one or preferably both. Will buy from the lowest bidder. Condition of cards must be stated when offer is made. Andy Oringer, 7 Oak Hill Drive, Oyster Bay, NY 11771

WANTED: Baseball, 1970 additional players in good condition. Also, 1966 National League teams with or without additional players, and in good to fair condition. Will pay to lowest bidder. S-O-M roster sheets 1966-1969 inclusive (for this name your price). Will answer all bids. For quick reply write: Tom Morris, 415 Madison Ave., Covington, KY 41011

WANTED: In playable condition, 1969 Jets, Colts; 1970 Giants. Will pay well. State condition and price. Write: Scott Einhorn, 2625 East 13th Street, Brooklyn, NY 11235

WANTED: Any S-O-M Baseball or Football teams before 1970. No Old-Timer teams will be accepted. Will pay reasonable price. Must be in fair condition. Send offers to: Ned Almondo, 2652 Brierwood Rd., Broomall, PA 19008

WANTED: 1968 Tigers, 1969 Tigers and 1969 Indians, 1966 Braves. Van B. Scott, Rt. 1, Pollok, TX 75969

WANTED: Phillies 1960, '61, '62, '63, '64 '65, '66, '67, '69, '70, '71. Teams must be in at least good condition. Lenny Silow, 241 Barclay Circle, Cheltenham, PA 19012

Editor's note: Again it should be mentioned that the Phillies are available starting with the '62 season.

WANTED: In at least fair condition, 1962-71 Phillies [honest], 62-63 Tigers. Lowest bid, all letters answered. Steven Smith, 874 E. Pumping Station Rd., Quakertown, PA 18951

WANTED: Baseball teams from 1968: Tigers, Cards; from '69: Mets, Expos, Pilots, Padres, Royals. Good condition. Extra players if possible. John Elston, 56 West Street, Moncton, New Brunswick, Canada

WANTED: 1960-1969 baseball and 1967-1969 football teams. Send list of teams, prices and their condition to: Roland Meinhardt, 149 Richland Meadows, Quakertown, PA 18951

WANTED: S-O-M Baseball players in Phoenix, AR, to get together with tough, two-year veteran for any kind of play. Contact: Jim O'Farrell, 5625 W. Virginia, Phoenix, AR 85035 (phone 247-1382)

WANTED: I desperately need the following sets in reasonable condition: Strat-O-Matic Baseball 1962-1970 seasons, for which I will pay \$175.00. Strat-O-Matic Football 1967-1970, which I will pay \$50.00 for. I will also buy individual seasons or teams at high prices, but I prefer to buy the entire sets. Contact: Jeff L. Lauber, 1115 Graffigna Ave., Lodi, CA 95240. I will reply to every letter and give each of them careful consideration.

WANTED: The 1969 Seattle Pilots and 1970 Boston Red Sox. Also the 1966 Boston Red Sox. Must be in good condition. I will pay up to \$1.00 per team. Jack Busick, 5009 Ross Rd., Baltimore, MD 21214

WANTED: I will pay \$1.25 for a complete team of 20 players for baseball years 1962-1967 (not the Old-Timer teams) and \$1.00 for teams 1968-1970. I especially want the 1970 Cincinnati Reds and Atlanta Braves. Paul Eccles, 182 Balston Ave., Pawtucket, RI 02861

WANTED: 1969 S-O-M roster for all 24 teams in baseball. Also, am willing to buy any S-O-M teams from '64, '66, '68 and '70. Jim Totz Jr., 349-Hunt Hall, Marquette, MI 49855

WANTED: 1969 extra players, '63 Yanks, '63-68 Mets, '68 Tiger cards. Football, '67 Dallas, Washington, Baltimore, Kansas City, Minnesota, Detroit, Green Bay; '68 Minnesota, Kansas City, Detroit, Green Bay, Cincinnati; '69 Detroit, Minnesota, Kansas City, Green Bay, N.Y. Jets, Dallas, Cincinnati. Send your price to: Peter Kratz Jr., 25-61 37th Astoria, New York, NY 11103

WANTED: Complete sets or teams dated before 1965 in baseball. If you offer a team noneone else does, I will add 20 per cent to the price. All teams must be in good shape with absolutely no marks on them. I'm also interested in borrowing baseball teams (of any sorts) dating before 1963. A few marks may be present on these. Send bids to: Percy T. Clarke III, 585 Main St., Bangor, ME 04401 (P.S. David Adams, write me)

For Sale

FOR SALE: Baseball--1972 Yankees, Tigers, A's, Royals, White Sox, Indians, Cubs, Reds, Pirates, Dodgers. Football--all 1971 teams, except Green Bay. All teams in good condition. Send best offer to: James Ianni, 83 Greenfield St., Wethersfield, CT 06109

FOR SALE: 1969, 1970 baseball cards (with extras), excellent condition. 1969 NFL Football cards (mint condition). 1961 Yankees, Tigers; 1962 Giants; 1960 Pirates; 1965 Dodgers, Twins; 1967 Red Sox, Cardinals (mint condition). Each team, 50¢, or each set to highest bidder. Arnold Rubin, 49 Fardon Rd., Billerica, MA 01821

FOR SALE: Football fans! Here's the chance of a lifetime. Now and only now can you purchase the 1967 New York Jets' card of fullback Mark Smolinski. This card has already become a collector's item among S-O-M fanatics. Will generously accept bids beginning at \$2.50. Don't miss out! Write now. John Holder, 112 Hope St., Ridgewood, NJ 07450

FOR SALE: 1968 American League Baseball teams. 10 teams in full. Excellent condition. Teams will go to the highest bidder. Ted Kusaka, 322 W. South St., Anaheim, CA 92805

FOR SALE: 1965, 1967, 1971 Baseball sets in excellent condition. 1966, 1968, 1969, 1970 teams also available--condition ranging from very good to excellent. Football 1967, 1968, 1969, teams that are in excellent condition. 1970, 1971 teams in very good condition. To obtain bid sheet send 10¢ to: Stephen Kayatta, 70 Boston Road Apt. G, Chelmsford, MA 01824

FOR SALE: 1970 baseball teams. A few cards are lightly smoked, but all are very readable. Six cards are missing. These teams will sell together for only \$6.00. Write: Billy Thompson, Route 2, Box 127, Thayer, MO 65791

FOR SALE: Baseball, have 1969, 1970, 1971 and 1972 complete leagues. Also 1968 Orioles, A's, Tigers, Red Sox, Cubs, Cardinals, and Pirates. Have all 28 Old-Timer teams and additional player sets for 1970, 1971 and 1972 with a partial set for 1969. Teams are in good to excellent condition. I will sell some teams separate which I have duplications of. Football, have 1969, 1970 and 1971 complete AFL-NFL Leagues in excellent condition. Will accept highest offer. Write: John Riley, 5229 Lucile Lane, Shawnee, KS 66203

FOR SALE: Separate teams: 1963 Yankees; 1964 Yankees, Cardinals; 1965 Bosox; 1966 Orioles, Bosox, Dodgers; 1967 Twins, Tigers, Chisox, Cubs; 1968 Tigers, Bosox, Chisox, Cubs, Cardinals, Giants; 1969 Tigers, Indians, Chisox, Angels, Phillies, Expos, Dodgers, Astros, Reds, Cubs; 1970 Orioles, Senators, Angels, Royals, Indians, Chisox, Braves. Fame Team. 1967 Cowboys; 1970 Cowboys, 49ers, Colts; 1971 Lions, Dolphins. Baseball box/equipment. 25 Reviews (11/71 to 10/73). Sets only: 1969, 1970, 1971 AL/NL, 1972 AL, all with additional. 1972 NL additional. 1968 AFL. All items in excellent condition. John Heath, 1930 Floraview Drive, Dubuque, IA 52001. Also 1972 Pirates, Cubs, Reds.

FOR SALE: Baseball, 1964--Giants, Dodgers; 1966 Giants; 1968 Giants, Cards, Orioles, Cubs; 1969 Mets, Senators, Tigers; 1970 Pirates, Astros, A's; 1971 Red Sox, Angels, Astros, Yanks, Phillies. Football: 1967 Cards, Cowboys, Rams; 1968 Raiders, Cards, Bears, Rams, Vikings; 1969 Raiders, Vikings, 49ers, Colts, Steelers, Falcons, Giants, Cards, Browns, Eagles, Broncos, Oilers, Chargers, Patriots, Bears; 1970 Browns, Colts, Vikings, Bengals, Bears, Jets, Steelers, Patriots, Oilers, Saints; 1971 Colts, Chiefs, Vikings, Rams. Also, wanted: 1966 Braves, Orioles, Reds. Write: Hillel Italie, 114 Perth Ave., New Rochelle, NY 10804

FOR SALE: Baseball, 1969 Cubs, Dodgers, Expos, Phils, Padres, Giants, Tigers; 1970 all teams except Reds, Phils, Baltimore, Tigers; 1971 all teams; 1972 Brewers. Football: 1970 all teams except Vikings, Rams, Colts, Patriots, Cowboys, Giants. Some 1969-70 baseball cards have writing on them. Send 10¢ to know if you are getting cards. 50¢ per team, 3 teams for \$1.25. First come, first serve. Larry Barker, 1616 Pershing Ave., Middletown, OH 45042

FOR SALE: Baseball--Assortment of 1972 National and American League teams. Eleven teams in all (N.Y., Boston, Chicago, Angels, Oakland

in AL) and (Chicago, Dodgers, Atlanta, Philadelphia, Cincinnati, Pittsburgh in NL). In addition, some '71 players including individual stars such as Aaron, Stargell, Oliva, and others, plus Pete Rose of '68, Yastrzemski of '70. Some cards in very good and others in fair condition. Still useable. Louis Teneriello, 1811 Hollyoak Dr., West Covina, CA 91791

FOR SALE: Attention all Strat-O-Matic Football players! With the new S-O-M cards just released there is no better time to order the Strat-O-Matic Football "Kit". This "Kit" has been selling for three months with good success. It has everything to make S-O-M Football more realistic than you ever thought possible and things you never thought of. It has everything from tackles and fumble returns on defense to option plays on offense. In all, it includes 21 rules and variations, fully explained and the charts needed to use these variations. Nearly 30 of these "Kits" have already been sold. Don't delay, send today for your complete "Kit" of S-O-M Football rules and variations. Send to: James W. Potter Jr., Rd.-1, Coventry Rd., Greene, NY 13778

FOR SALE: The following 1969 football teams--Vikings, Raiders, Rams, Chiefs, Cowboys, Jets, Browns, Packers (sold as set). Also, the entire '70 football set, complete. All teams in good condition. Will go to highest bidder. Write to: Tom Seidel, 620 McClellan St., Wausau, WI 54401

FOR SALE: Complete 1972 Football game set. Team's may be sold individually by request. Game set in perfect condition with all teams and parts. Has been used very little. Game set will go to highest bidder. Bid reasonably. For bids, write to: John Eldon, 6080 Pinecroft Dr., West Bloomfield, MI 48033 (or call 313-626-1739)

FOR SALE: 1968 American and National League Football teams. Complete 16 National and 10 American League teams in excellent condition. Send bids to: Jeff Packard, R.F.D.#1, Buckfield, ME 04220

FOR SALE: 1970 Raiders, Chiefs, Bengals, Browns, Colts, Dolphins, Packers, 49ers, Cowboys, Vikings, Lions, Rams. All 1971 teams. All good condition. Send price

to: Kevin Cooper, 924 Jefferson,
Wausau, WI 54401

FOR SALE: Baseball teams--1966 Yankees, White Sox, Cubs, Cardinals, Kansas City A's; 1967 Pirates, Yankees, Tigers; 1968 Yankees, Orioles, Boston Red Sox; 1969 Washington Senators; 1970 Yankees, Twins, Giants, Orioles, Phillies, Padres. Teams will be sold to the highest bidder. Bill Duffy, 409 Hillside Road, Ridley Park, PA 19078

FOR SALE: Following football teams at 50¢ each. All 1971. Bears, Bengals, Cardinals, Jets, Giants, Eagles, Bills, Patriots, Falcons, Oilers and Chargers. Baseball teams: 1927 Yankees for 40¢; 1970 Angels for 40¢; 1971 A's and Pirates, 50¢ each; 1972 Astros, Mets, Braves, Phillies, Indians, Tigers, White Sox, all 50¢. Malcolm Marcus, Box 238, Wibaux, MT 59353

League Forming

LEAGUE FORMING: PBM Basketball League will start in October. Will use Knicks, Bucks, Lakers, Celtics, Bullets, Warriors, Hawks and Bulls. Send \$2.00 entry fee. Also, possible league will be expanding. Send to: Bob Spellerberg, 284 Willets Lane, West Islip, NY 11795

LEAGUE FORMING: The Continental Football Association, the longest running play-by-mail league of its kind, is entering its third successful season. Anyone interested in joining the league please send in a list of all teams they would be interested in, in order of preference. We will be using the new cards. Write: Ed Grant, 1218 79th St. South, St. Petersburg, FL 33705

LEAGUE FORMING: A great basketball league forming right away. The GNBA will start this league as soon as possible. A \$3.00 entry fee will be charged (which entitles you to a bi-monthly newsletter that will keep you informed on all the other teams and their results). Send your 17 team picks to: John Maisto, 156 Colonial Avenue,

Williston Park, NY 11596

LEAGUE FORMING: To all Strato players who applied to Rick Shapiro's 70-team mail league or consider applying! It will be impossible for me to respond to every single letter I get. I am presently in college and will just be able to put the league together. So, the division presidents I pick will speak for me. There is also an opening for 35 additional team managers who will not be actively involved in any division but will be able to jump right into the league if a manager(s) become unreliable. Each year the league will expand by 10 or a new division. If you are one of those extra 35 backup managers and do not play this year, the only way you can ever get into the league is by remaining in this status. Also, there is a possibility that you may write to me and ask to be in the league, but all spots are filled. If you don't receive a letter from a division president by the end of October, this is why. However, if you still are interested in the league, write me another letter and I will see if I can get you in for the next season. Correction, the years to be used will be 1966-72, not '73. Also, notice the new address below. Rick Shapiro, Rm. 923, Oglesby Hall, U.R.H., Urbana, IL 61801

LEAGUE FORMING: Pairs of coaches needed for advanced version replay of NBA (1972) season. All stats recorded; no trading allowed. Each coach manages own squad while partner manages all opponents, and vice versa. Need four pairs of reliable players who hookup often. Ten-team league with proposed 54-game schedule. No entry fee required. Send name and address to Gerald Lubeck, 1060 Glen Road, Lafayette, CA 94549 Please include 10 picks.

LEAGUE FORMING: So you think you're a S-O-M Baseball manager? Find out. Manage in an exciting new mail league. Interested? Write: Bruce Walker, 905 E. Park #27, Carbondale, IL 62901 Hurry!

LEAGUE FORMING: Join new baseball league. We'll use top 23 teams of 1973 (based on 1972 season). Send top eight choices and we'll play 42 games. Mark Rubin, 68 Lewis Rd., Swampscott, MA 01907 (phone, 617 593-4158)

Defense For 'Year Of Runner'

Frank Kastelic of El Cerrito, CA, the gentleman that provided the new solitaire charts for Strat-O-Matic Football in the Sept. Review is back with one big chart, which he hopes more accurately provides for the so-called "Year of the Runner".

In addition, Kastelic also has provided a "Loose Ball Aggressiveness Chart" that gives a team-by-team breakdown when it comes to recovery its own and opponents' fumbles.

SOLO DEFENSE CHART

[Select play, then roll one die to determine defensive call and number of men in attacked zone]

Down & Yards		Line Buck		Off-Tackle		End Run	
To Go		Right	3-Men	Right	2-Men	Right	2-Men
1	11 to 16	12	12	12	1	12	12
1	10	1234*	12	1234*	1	1234*	1
1	9 or less	1234*	123	1234*	12	1234*	1
2	11 to 16	12	12	12	1	12	12
2	8 to 10	1234*	12	1234*	1	1234*	12
2	7 or less	1234*	123	1234*	12	1234*	1
3	16 or more	1	12	1	12	12	12
3	6 to 15	123*	12	123*	12	123	12
3	3 to 5	1234*	12	1234*	12	1234*	12
3	2 or less	12345	1234	12345	123	12345	1

* Guessed right only when inside opponent's 10-yard line.

Down & Yards		Flat Pass		Short Pass		Long Pass	
To Go		Right	1-Man	Right	4-Men	Right	1-Man
1	11 to 16	1234	1234	1234	1234	1234	1234
1	10	123	1234	123	12	123	12345
1	9 or less	123	1234	123	123	123	1234
2	11 to 16	1234	1234	12345	1234	12345	1234
2	8 to 10	123	1234	123	123	123	1234
2	7 or less	123	1234	123	123	123	1234
3	16 or more	12345	12	12345	12345	12345	12345
3	6 to 15	1234	12	12345	12345	12345	12345
3	3 to 5	123	12345	123	12345	123	12
3	2 or less	12	123	123*	123	12	1234

* Guessed right only when inside opponent's 10-yard line.

Pass Rush Chart--Advanced [Roll white die to indicate No. of blitzers]

1, 2 -- no linebackers blitzing; 5 -- 2 linebackers blitzing
3, 4 -- 1 linebacker blitzing; 6 -- 3 linebackers blitzing

LOOSE BALL AGGRESSIVENESS CHART

Throw three dice, one white and two red. Offensive aggressiveness (OA) refers to team in possession of ball at time of fumble, or white die throw of 1, 2 or 3. Defensive aggressiveness (DA) refers to team not in possession at time of fumble, or white die throw of 4, 5 or 6. Other numbers in column refer to sum of red dice.

	OA [1-3]		DA [4-6]	
	<u>Own</u> <u>Recovery</u>	<u>Opponent</u> <u>Recovery</u>	<u>Own</u> <u>Recovery</u>	<u>Opponent</u> <u>Recovery</u>
NFC				
Atlanta	2-5, 9-12	6-8	2-7, 11, 12	8-10
Chicago	6-8	2-5, 9-12	8-11	2-7, 12
Dallas	2-5, 11, 12	6-10	8-12	2-7
Detroit	2-7	8-12	7-9, 11	2-6, 10, 12
Green Bay	2-5, 9-12	6-8	2-5, 9-12	6-8
Los Angeles	6-10	2-5, 11, 12	6-8	2-5, 9-12
Minnesota	8-12	2-7	2-6, 10, 12	7-9, 11
New Orleans	2-6, 10, 12	7-9, 11	7-9, 11	2-6, 10, 12
N.Y. Giants	2-5, 9-12	6-8	7-9, 11	2-6, 10, 12
Philadelphia	2-6, 10, 12	7-9, 11	9-12	2-8
St. Louis	6-10	2-5, 11, 12	2-6, 10, 12	7-9, 11
San Francisco	2-5, 9-12	6-8	8-12	2-7
Washington	2-7	8-12	2-6, 10, 12	7-9, 11
AFC				
Baltimore	8-12	2-7	2-7	8-12
Buffalo	7-9, 11	2-6, 10, 12	8-11	2-7, 12
Cincinnati	2-5, 11, 12	6-10	7-8	2-6, 9-12
Cleveland	2-7	8-12	8-12	2-7
Denver	2-5, 9-12	6-8	6-8	2-5, 9-12
Houston	2-7, 11, 12	8-10	2-7, 12	8-11
Kansas City	7-9, 11	2-6, 10, 12	2-5, 9-12	6-8
Miami	2-5, 11-12	6-10	6-10	2-5, 11, 12
New England	2-7, 12	8-11	2-7, 12	8-11
N.Y. Jets	2-7	8-12	2-7	8-12
Oakland	6-8	2-5, 9-12	2-5, 9-12	6-8
Pittsburgh	7-9, 11	2-6, 10, 12	2-6, 10, 12	7-9, 11
San Diego	2-5, 11, 12	7-10	8-11	2-7, 12

'Sideline Pass' Added

While on the subject of playing tip suggestions for Strat-O-Matic Football, Gene Milener and David Leonard of Oneonta, NY, have incorporated a new play into their S-O-M game. The play is called the "sideline pass" and with minor revisions of the "short pass" section of the actual game it can easily be incorporated.

The new play was dreamed up with the idea that it would be used by the offense in situations such as third-and-eight, where a pass was needed with a better completion percentage than the short pass and yet gain more yards than

the flat pass. Also, it would give the offense a new weapon when it was trying to march down the field and not consume much time.

Along with the new play, Milener and Leonard have also included a series of preventive defenses as well.

Here, in the words of Milener and Leonard, is how the sideline pass works: "To use the sideline pass does not require the S-O-M player to write on his cards, and the board and play selector need to be changed only as follows: Play Selector--for elementary sideline pass [the sideline pass comes in two versions, an 'elementary' and 'advanced'. Both versions can be played only with the advanced S-O-M Football Game] add one circle labeled "sideline pass" centered beneath look-in pass and flat pass right side. For the advanced sideline pass, add two circles labeled "sideline pass, your right side and opponent's left side" and "sideline pass, your left side and opponent's right side" directly beneath both the look-in pass and flat pass right side. On the game board, add to lines to the short pass zone on the ends and write "Left Sideline Pass" and "Right Sideline Pass" on the appropriate ends.

In the charts listed below, both versions of the game use the first chart and the second chart is only for the advanced version. Look on short pass offensive and defensive cards when sideline pass is called.

To shift into the various defenses, simply move any cornerback or the tight safety into either [advanced only] or both sideline pass defensive zones. All negative yardage figures are to be added to given yardage on the cards [example: 15 + -8 = 7].

As with the regular short pass, double-teaming affects only the quarterback and receivers' cards, except when free safety is double-teaming the correct man, in which case he shifts automatically into the zone where the pass is being thrown. For the elementary version, when standard three-man defense is being used and free safety double-teams a sideline pass receiver correctly, look on 1-2-1 defensive chart for results.

CHART

<u>Play</u>	<u>Defensive Setup</u> (Basic)	<u>Results</u>
Sideline Pass	Normal: 3 Short, 1 Long [3-1]	Look on 3 men.* Complete pass results: 15 sec. -3 yds.
Sideline Pass	Normal [4-0]	Look on 4 men.* Complete pass results: 15 sec. -6 yds.
Sideline Pass	1 Short, 2 Sideline, 1 Long [1-2-1]	Look on 4 men. All "Defender X" are incomplete. Complete pass results: 15 sec. -8 yds. Any interception-- look on flat pass return.**
Sideline Pass	2 Short, 2 Side- line [2-2]	Look on 4 men. All "Defender X" are incomplete. Any interception chance-- automatic, and look on flat pass re- turn. Complete pass results: 15 sec. -8 yds.
Short Pass	Normal: 3 Short, 1 Long [3-1]	Normal!
Short Pass	Normal: [4-0]	Normal!
Short Pass	1 Short, 2 Sideline, 1 Long [1-2-1]	Look on 3 men.* Complete pass results: normal card reading.
Short Pass	2 Short, 2 Sideline [2-2]	Look on 3 men. Complete pass results: normal card reading

<u>Play</u>	<u>Defensive Setup</u> (Advanced)	<u>Results</u>
Right call on Sideline Pass	2 Short, 1 Sideline, 1 Long [2-1-1]	Look on 3 men. All "Defender X" are incomplete. Complete pass results: ** 15 sec. -6 yds.
Right call on Sideline Pass	3 Short, 1 Sideline [3-1-0]	Look on 4 men. Complete pass results: ** 15 sec. -6 yds.
Wrong call on Sideline Pass	2 Short, 1 Sideline, 1 Long [2-1-1]	Look on 3 men.* Any missed interception is complete for "would be" yardage on interception. Complete pass results: 15 sec. -3 yds.
Wrong call on Sideline Pass	3 Short, 1 Sideline [3-1-0]	Look on 4 men.* Any missed interception is complete for "would be" yardage on interception.
Short Pass	2 Short, 1 Sideline, 1 Long [2-1-1]	Look on 3 men.*
Short Pass	3 Short, 1 Sideline [3-1-0]	Look on 4 men.*

* All "Defender X" plays are complete.

** On interception, look on flat pass interception return.

Note: There can never be a gain longer than 19 yards on a "Flat pass" or end run when a man is guarding that particular sideline. Also, double-teaming only affects offensive cards.

OLD-TIMER POLL

Old-Timer baseball team suggestions are starting to flow into the Review, but it's not too late to make your preferences known. As mentioned in last month's Review, Harold Richman, creator of the Strat-O-Matic Game Co., said that he plans on putting out a new Old-Timer baseball set next year. The six-team card set will come from either the time period from 1900 to 1919 or 1920 to 1939.

Richman, as mentioned previously, wants the readers of the Review to help make the decision as to what time period and what teams are wanted. Also, it would be helpful if readers responding would indicate in a short summary form why they wanted certain teams.

The game company will need time to prepare the new teams and ready them for the printer, so readers should make their choices known as soon as possible. Choices will be taken for another month and then all results and summaries forwarded to the game company. Of course, the final results will be published in the Review.

Remember when sending in your time period choice (either 1900-1919 or 1920-1939) and your six teams (with summaries) do not send to the game company, rather all replies should be sent to the Review (P.O. Box 27, Otsego, MI, 49078).

Some of the teams mentioned in early returns include the 1905 Giants, 1906 Cubs, 1909 Tigers, 1912 Red Sox, 1914 Braves, 1917 White Sox, 1902 Pirates, 1909 Pirates, 1911 A's, 1936 Yankees, 1935 Tigers, 1927 Pirates, 1933 Giants, 1921 Yankees, 1929 Cubs, 1919 White Sox, 1906 White Sox, 1934 Tigers, 1936 Giants, 1931 Cards, 1925 Pirates, 1920 Indians, 1922 Browns, 1930 Cubs and 1905 A's.

Questions & Answers

QUESTIONS: If there is a SINGLE to the outfield with a runner on second base and it is obvious that the runner's rating coupled with the outfielder's throwing rating makes it almost a sure thing he can safely go home, can the defensive manager elect to let the runner score (make no play on him) and hold the batter at first base?

ANSWER: Yes, this can be done. It's an optional move, however, and one not provided for in the game's instructions. Many, many people use it. For example, it would be good defensive strategy to let a runner score (when his chance is 1-19) and hold the batter to first, then let the run score because of a minuscule chance of preventing it and at the same time having the batter end up on second.

QUESTION: How do you figure out winning and slugging percentages?

ANSWER: Winning percentage is figured by dividing the number of games won by the total number of games played. Slugging percentage is figured by dividing the total bases of all safe hits by the total of official times at-bat (excluding walks, sacrifices, hit-by-pitcher).

QUESTION: On throws from the outfielders, does the batter move up an extra base?

ANSWER: Yes. Except in situations as mentioned above.

QUESTION: I have trouble understanding what the "++" stands for in Strat-O-Matic Baseball. Could you explain?

ANSWER: Whenever a defensive manager elects to hold a runner or pull the infield in and a "++" comes up on the batter's card, it is a single for the batter with a two-base advancement for all runners. In simple baseball terms, it means the infield, or part of it, has been pulled in or is playing closer, and the batter has punched a hit through or over it.

QUESTION: On Bart Starr's 1968 passing card, he has a +30 in the guessed "right" column of the Long Pass column. In the guessed "wrong" column it's incomplete. Is that a mistake?

ANSWER: No. A check with the Strat-O-Matic game company says that is correct.

QUESTION: On a roll of "2" on the advanced pass rush chart, with a "4" offensive blocking rating and a "1" defensive rush rating, what does the "-4**" mean? Is there something missing?

ANSWER: It means if there are two linebackers blitzing (**) then the passer is "sacked" for a four-yard loss. If there were three linebackers

blitzing, the result would also be the same. If there was only one linebacker blitzing or no linebacker blitzing, then the result would be an incomplete pass, even though the "X" was not included.

QUESTION: When a quarterback "Must Run" and the result is a loss of yardage, how is it scored? Is it a rushing play credited to the quarterback, or is it a quarterback "sack"?

ANSWER: A "Must Run" is considered a running play, and has nothing to do with the passing statistics.

QUESTION: Could you tell me if, in the following situations, the runs scored are earned or not? [1] Frank Robinson gets on base on a single plus an error and Boog Powell homers. Are both runs earned, or is only one earned? [2] Bert Campaneris doubles, scores on a two-base error by the shortstop [the error made with less than two outs] and then the person who reached on the error is driven home on a single by Reggie Jackson. Again, how many runs are earned?

ANSWER: [1] Both runs would be earned. The error only allowed Robinson to reach second base. Even if there had been no error and Robinson had stayed at first it wouldn't have made any difference. If Robinson had reached base initially via an error, then his run would have been unearned. If there were two outs, Robinson reached base on an error and then Powell homered, both runs would have been unearned. [2] The run is unearned. The error with two outs creates a situation in which all runs scoring thereafter are unearned.

QUESTION: In short yardage situations in football, can you bring in two tight ends for blocking purposes? Also, can extra receivers replace running backs?

ANSWER: Strat-O-Matic Football rules do not provide for these changes. But there's no reason why they can't be incorporated into the game. They're strictly optional.

QUESTION: I have an inquiry about the baseball game. Can you, with nobody on base, stretch out a SINGLE and go for a double?

ANSWER: No. A SINGLE reading means that only runners already on base can go for the additional base in addition to the single base they advanced on the hit.

QUESTION: With runners on first and third bases and with one out or less, if a runner is thrown out stealing second, would the runner on third score?

ANSWER: No.

QUESTION: In the basketball game, are the defensive players allowed to move before the offense sets the play? I know the defense is allowed two moves after the offense sets the play.

ANSWER: No. The defense cannot be moved before the offense sets the play.

QUESTION: [Depends on the answer to question above] A defensive player is double-teaming someone on the previous play. What happens if in the next play the game rules don't allow him to double-team because there are not four eligible shooters? Can the player still double-team? If not, does it count as a defensive move to move him out of the double-team zone?

ANSWER: The player can no longer double-team. And, yes it does count as a defensive move to take him out of the double-team area--which the defensive manager must do. There might be situations come out, however, where the double-team rules might have to be altered. For instance, one reader not long ago picked a team that included Abdul Kareem Jabbar and four "others" who had "2" or "3" shooting ratings. Of course, Jabbar couldn't be double-teamed and as a result ran wild. He ended up by fouling out three opposing centers and scoring a whopping 68 points.

QUESTION: When is the offensive center allowed to move inside and outside?

ANSWER: Anytime before offensive coach selects his play.

QUESTION: Team A shoots and a "passing situation for opposing team" occurs. The split card says "opponent defensive turnover rating" needed. Do you use team A's defensive turnover rating to see what happened, or do you use team B's rating?

ANSWER: Team B checks team A's rating.

QUESTION: If an offensive center shoots from outside and the defensive center is back and it reads "defender's rating", what do you do to determine the result?

ANSWER: Check the defensive center's rating for "outside" which is listed in the upper left-hand portion of the card.

QUESTION: Mickey Mantle averaged better than one home run in 10 at-bats, whereas Johnny Blanchard did not, but still Blanchard received a better chance of hitting a home run on his card. Was there a misprint?

ANSWER: When walks are included, Mantle has the better card for hitting home runs.

QUESTION: Why does the game company only offer 24 players when in real-life rosters have 25?

ANSWER: This is an arbitrary decision by the game company, which admits that many times it becomes difficult to fill out a 24-player roster with representative-type players.

Presto(n)! J.G. Begins Column ²²

By J.G. PRESTON

It has become my sovereign duty to inform all you Strat-O-Matic buffs out there about all the interesting occurrences in the many leagues now operating both in the United States and abroad. For those of you wondering what qualifies me to be the bearer of this news, I'm a 16-year-old high school junior in Port Washington, NY, having played table-games since the tender age of nine and Strato since 1969. I've been participating in and running national mail leagues since 1970. I realize that the subject of play-by-mail leagues, their operation and organization, has been a topic of frequent discussion in the Review. These pages monthly will be devoted to the reporting of these leagues and also local in-person and solitaire leagues.

To start this column off, therefore, I feel it appropriate to tell our new fans exactly how games can be played by mail. It does look rather ridiculous when you first think about it. Fortunately, Strato played postally is nothing like chess by mail, where moves are made one at a time and games take years. Rather, the visiting manager writes down his basic managerial principles in what's known as an instruction sheet. This sheet includes his starting lineup, pitchers, when to use relief pitchers, pinch-hitters, when to steal, sacrifice, make defensive changes and other pertinent stratagems. While it doesn't allow a manager nearly full control of his team, it is good enough for most practical purposes. Then the home manager plays the game(s) and reports back to his adversary on the results. It's really most simple and, barring lazy managers, entire seasons can easily be completed over just a few months.

There are quite a number of play-by-mail leagues in existence. Unfortunately, you won't be reading about very many this month. But as time goes by you'll be reading about all the leagues; interesting games and statistics, plus innovations in playing rules and procedures that will be helpful to the solitaire player as well as the mail league player. And you'll also see basic tips from time to time on establishing and operating leagues for our neophyte fans.

* Clifford Oginski of Edmonton, Alberta, is the proprietor of the Continental Baseball League, which has sent in a number of most fascinating highlights. The CBL was formed last year by Bill Pascoe of Butte, MT. Eight teams were drafted and an 80-game schedule was started, but the league was hampered by poor managers and didn't finish the campaign. In preparation for the 1973 season, Clifford took control and the league reduced its ranks to five teams: the Baltimore Orioles (managed by Dennis Yost), California Angels (Dale Webb), Watertown Indians (Allen Smart), Montana Marauders (Bill Pascoe) and Edmonton Klondikers (Clifford Oginski).

The 120-game schedule is nearly completed and the league is planning expansion next year. Interested managers can contact Clifford at 13327-123 St. in Edmonton. By the way, that just goes to show that new leagues have a much better chance of surviving if they start with just a few dedicated managers and build slowly out from that, rather than start with more teams than it can handle.

If ever a pitcher hurled a no-hitter and deserved to lose, it was Edmonton's Nolan Ryan against Baltimore. Ryan did hold the Orioles hitless and did strike out a CBL record 18 batters, but 11 walks (yes, 11 walks!) and two errors by his Klondiker teammates resulted in five Oriole runs, four of them unearned. It was Ryan's second incredible performance against Baltimore. Earlier he racked up 34 strikeouts in another game, going the distance in a 29-inning contest, which he won, 2-1. Baltimore later suffered another disgrace when Watertown's Ken Holtzman mowed down all 27 Oriole hitters, winning a 2-0 perfect game. If Baltimore seems pretty inept to you, you're right. The win, despite Ryan's no-hitter, broke a 57-game losing streak--at home! Is that ridiculous? Dennis Yost will never be accused of cheating off that performance. 57 straight losses! And they were no-hit when they won! By the way, the Orioles turned around and lost their next four games to prove their 57-game skein was no fluke.

Montana's Don Sutton also joined the no-hit parade, striking out eight and walking three in a 9-0 whitewash of Edmonton. Hopefully we'll hear more flaky news from Clifford in the near future to give us all a good laugh!

* The Mid-South S-O-M League is run by Richard Mayham and Stan Scott of Little Rock, AR. It's a draft league, played solitaire, with four American League teams (Royals, Tigers, Orioles and Angels) and four National (Braves, Cardinals, Pirates and Cubs). The league's most interesting feature is the paying of player salaries. Teams accrue cash allotments from their season's play and bid on new players in the league. From the looks of the salaries, the players should unionize! The MSSOML's highest paid player is Cesar Cedenio, who is receiving a mere \$200,000 for five years of work. Cedenio rewarded the Royals by leading the team to a 51-30 record and the AL pennant, six games ahead of the Tigers with John Mayberry, with the Orioles 11 games out and the Angels finishing at 26-55. The Braves, with mound ace Don Wilson, copped the NL with a 47-34 record. The Cards were four games behind and the Pirates, despite the strong pitching of Steve Carlton and Luis Tiant, finished eight out, with the Cubs bringing up the rear, 12 behind.

Some of the other salaries make you wonder who the player's agents are. For instance, scrubby reliever Bob Locker gets \$80,000 over the course of the next two seasons. His annual salary of \$40,000 is the same as Cedenio's and ties him as the MSSOML's highest paid player. By comparison, here are some other players with two-year contracts and their salaries: Dick Allen (\$75,000), Rod Carew (\$69,000), Wilbur Wood (\$63,000) and Billy Williams (\$60,000). Makes you wonder, doesn't it? Perhaps the MSSOML will up ticket prices next season to be able to boost salaries. If not, Dick Allen may go home to mother and make a lot more than \$75,000 at the race track.

That concludes this month's report and I'm looking forward to hearing from many more leagues next month. Pass along your league's latest news, standings and stats. Basically my policy will be to print items of interest to most fans. This would include unusual games, leading statistics and organizational tidbits. The national league scene today is very exciting and we'd like to present that to our readers. So, I invite not only mail league organizers, but solitaire replayers and even football league heads to send anything they can to me at 67 Davis Road, Port Washington, NY, 11050. Lack of time prevents me from establishing correspondence with most of you, but all your contributions will be appreciated and as many as space allows will be mentioned in each issue of the Review.

S-O-M Basketball

(continued from page 4)

who suddenly went wild against the Supersonics. After being used sparingly early in the 10-game series, I decided to use him more often, even with James guarding him closely. The first two times I shot Guokas, I rolled "3s" (good) on his card. I followed that with a "5" (good, close and back) then two more "3s". By the time the first half ended, Guokas had hit seven of eight shots. Guokas single-handedly kept me in the game as Spencer Haywood, who always plays well for James, was as hot as a five-alarm fire. Knowing that James played Guokas close every time, I started driving in the second half. Before fouling out in the fourth quarter, Guokas scored an amazing 38 points--including 80 per cent shooting and netting 15 of 16 outside shots guarded close. Hayward, however, wound up with 48 points on "only" 60 per cent shooting. Seattle won by 10 points, but to this day James and I still talk about the time Matt Guokas turned into a gunner.

Probably the most intriguing match-up was the Knicks and Lakers. West-Frazier and Barnett-Goodrich matched up well but the real fun was when Flynn Robinson and Earl Monroe went at each other, with defense being thrown

(continued on next page)

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[continued from page 23]

out the window.

High point honors in the testing went to Jerry West and Walt Frazier as each once scored 50 points in a single game, while one player I'll never forget is Dave DeBusschere since no matter where I play the game, at home or at the office, I always throw an "8" for him.

The overall results of the players was amazing, despite a couple of cases where players not superstars went on rampages. Walt Frazier scored with, in one point of his average in the testing; Lou Hudson, of the Hawks, hit his field goal percentage on the head; Nate Archibald of the Royals was within two points of both his average and shooting percentage. Combined shooting percentages of both teams in each ten-game series were never more than two or three points off and the percentage after all the games were done was within four-tenths of a point!

The final testing phase of the game took place in May, with the time of the game being reduced from a previous hour and a half to less than an hour--and that included keeping complete statistics. The last two days of the testing, James and I played 10 games, finishing in an average of 45-50 minutes for each game and concluding with one that lasted only 40 minutes.