



# STRATO-MATIC REVIEW

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

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\* VOL. 20, MAY, 1990 \*  
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## Advanced computer game will be super

Review co-editor Del Newell had the opportunity recently to give Version II, the super-advanced Strat-O-Matic Computer Baseball Game, a brief joyride.

Hold it! Don't rush off your order to the game company for Version II, however. The game isn't in its final form yet and, according to S-O-M, won't be ready for sale until November.

"Don't order until being notified - probably in a summer mailing," says Steve Barkan, longtime S-O-M employee. "The new date right now looks like Nov. 15.

"People who have already ordered the new super-advanced computer game will be contacted by us as to when they can expect the game."

Barkan, along with informing the Review that the advanced-game beat has slowed of late, does report some good news. "Reprint seasons such as 1956, 1961, 1969, 1970, 1930 and 1950 will all, within a short period of time, be available in advanced game form for the computer."

The latest past seasons put out by the game company, '68, '62 and '27, which was the most recent, all include advance-game features.

Now as far as the brief test run through the super-advanced game that is being prepared for use on IBM computer systems.

Since the 1927 season will be the only one available initially in the game, we naturally had to take the Ruth & Gehrig Yankees. Matched against them was Detroit.

We experimented only with the "Playball" disk. First we were asked about using the weather option and we said "yes." We picked a July day and it was "a beautiful, sunny day for baseball."

The diamond, although it could have been lit a little brighter, was colorful. Most of the options were somewhere on the screen. To the right was a list of all the options, starting with simply rolling the dice (other options allow for dice to be rolled manually, automatically and with a variety of time intervals), defense in, sacrifice bunt, suicide bunt, stealing, referring to the home and visiting team rosters.

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Most of the options are available now. But the speed of play is much greater and the prompts are excellent for every option situation. Split-number situations list the result and describe the play: "Dugan lines out - great catch by Tavener."

When a home run was hit, the box that contained the play results turned into an exploding scoreboard, flashing HOME RUN! over and over. When substitutions were made, they were done in quick-time, too. The boxscore listed the changes, in order. The current boxscore doesn't do that. The inning the change took place is also included.

The line score includes runs, hits and errors, rather than just runs as is done with the present game. Game-winning RBI is not listed, but left-on-base for each team is another new addition.

Once a lineup has been accepted, or a change has been accepted, the game almost instantly is under way again. No delays. Just hit enter

#### RUTH HOMERS TWICE!

The vaunted Yankee power was evident even in the brief one-game test of Version II. Ruth cracked two solo home runs and the Yankees belted out four solo shots, including three in the top of the eighth that snapped a 2-2 deadlock and sent New York on to a 5-3 victory.

Enough for now. We've been told by S-O-M that another updated Version II will be coming along soon for another test. We can hardly wait.

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**Printing:** Oliver & Tobias (Kalamazoo, MI).

**Mailing:** The Review is mailed monthly, third-class, from Otsego, MI. First-class mailing is available for an additional 25 cents per month. All correspondence and subscriptions should be sent to: Strat-O-Matic, P.O. Box 27, Otsego 49078.

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#### He's baaaaaack!

## Touching all bases with Hunt

By DICK HUNT, Bar Harbor, ME

It's been a while since I've bored anyone, so I thought I'd drop you a line. There's been a lot going on in the Review and in the S-O-M world lately that I would like to comment on.

I may be Ed Grant's (Atlanta, GA) biggest fan; I simply appreciate a guy who's not afraid to rip a sacred cow, even if not everyone agrees with him. I liked his critique of the Review he wrote back in March of 1981 and I got a kick out of his letter in the April 1990 magazine. I hardly agree with either, but a critical voice has to be heard once in a while to keep us all honest.

I do agree with one point in his April article - the Review royally screwed up in its February issue, as well as the January one, by wasting most of the magazine with lists of player ratings and pitching staffs. The information was worthless without the cards, in my opinion. And twice as worthless after I got the cards. If Ed's April letter prevents these snoozeathons in 1991, it will be well worth any detractors he might have to face.

Listing the changes in the ballparks in the March issue is another (continued on next page)

good example of wasted space. These are all bits of useless info the average gamer already has or couldn't care less about.

#### CLEARINGHOUSE NOT WORKABLE

A clearinghouse or blacklist for dropouts? No, thank you. I remember the Review's coverage of the clearinghouse controversy of the 1970s. It got ugly to say the least.

First of all, if I join your league and then you fail to deliver promised bulletins, or I find that I'm the only prompt coach you have, I will drop out on you. I will not drop just because my team stinks; but I reserve the right to drop out of any league for personal reasons which might be none of the commissioner's or anyone else's business.

This should not immediately stick a black mark by my name that requires a lawyer to remove. This was the biggest sticking point in the clearinghouse controversy years ago. An unfairly applied black mark would be nearly impossible to remove.

Having enough backups to cover dropouts is part of being a commissioner. If you want to avoid "bad" quitters, start making it a bit tougher to join your league. Ask for references. Former leagues (phone numbers and addresses, too) that an applicant has been involved with are your best source of "character witnesses" you can have.

Remember, just because competition for coaches is tough, that doesn't mean you should accept any slob who can spell his own name. Because if you do, you will soon find yourself wishing for the blacklist suggested in the April Review.

#### LOVES N.L. RACE IN '59

The 1959 baseball season? Great. I love the National League race that year and long-suffering White Sox fans (there's another kind of White Sox fan?) will get something to cheer about in the junior circuit. The NL will probably be on my list of "must do" replays.

My only complaint with 1959? It's kind of close to '56 and '61; very few players will be in the same '59 set which we don't already have in both '56 and '61. At any rate, S-O-M, please keep doing the past seasons in super advanced. I may never play a game with the 1927 teams (the Yankees are the only team worth having), but I bought them anyway just to see the super-advanced features for that year.

#### DEADBALL ERA SET, ANYONE?

Take heart, past season fans. At this rate, Strat-O-Matic will eventually do every year back to 1900. Sooner or later, they will get to your favorite. My choices? I hope S-O-M jumps around a bit in between finishing up the '60s. How about the 1940s? A set from the war years might be interesting and the '40s have been left out so far.

The decade featured mostly blowouts as far as races are concerned, but the '44, '45 or '48 seasons each offer at least one decent race (NL in '48, AL in others), averaging around 25-27 games from first place to last.

And sooner or later, S-O-M has to get a representative year from each of the "teens" and the "oughts" decades. A set based on 1916 or 1918 would give us a classic AL pennant race and 1918 offers the Red Sox fan his chance for past glory. As for the "oughts," there are no great top-to-bottom closies, but there are several very good three- or four-team races, highlighted by the 1908 NL, when Pittsburgh and New York each finished one game behind the Chicago Cubs. Yes, that's right, the Cubs. Anyway, sooner or later there's got to be a deadball era set.

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While we're waiting for past team reprints, I'd like to push an idea that the game company eventually has got to jump all over. And that is putting out "e" ratings and supplementary stealing ratings for all the card sets it has already put out without them.

Is it marketable? I think the game company would be astounded at the sales this project would get. Everyone who already has a past set without these ratings must drool at the thought of getting them.

We could live without the ballpark factors, as I'm sure that would be too much of an undertaking, as well as too expensive. But without the barest essentials of "e" ratings and supplementary stealing, my 1973 set is practically worthless. And no, it's not for sale.

#### FULL SEASON FOR NBA?

Past NBA sets? Why not? I'd love to see a Wilt Chamberlain card. How could S-O-M possibly get him to average 50 points a game as he did in '61-62?

On the other hand, Strato, please do a full season set of teams if you do anything at all. A greatest teams set might be fun to look at, but realism nuts like me would be bored with a bunch of great teams who would never get any realism because they would have no contemporary opponents. Besides, a set from the '60s would only be 8-14 teams.

Of course, I'd kill for a set from the '70s, too. They've already been done, but when S-O-M revamped the basketball game for the '80-81 season, it made all the sets from the '70s totally obsolete. And one more basketball idea - get the game on a computer version.

I've heard a rumor that the guy who is currently working on baseball's IBM Version II was taken off the job of computerizing S-O-M Basketball. I certainly hope that isn't true. If it is, I sincerely hope he gets back on the basketball game as soon as possible.

Compared to baseball, I would think basketball would be a snap to computerize. Fewer cards to put into code and easier codes on the cards (X, O, F(2), T).

For the novice, the board game is fairly slow and complicated to play; it took me a long time to get my games down to an hour in length. But if the computer did everything for me, especially stats, it would be a breeze. Think what that would mean to a novice to S-O-M's fantastic hardwood game.

#### NOT IN FAVOR OF NEW CARD ALERT

The idea in the April issue for a "New Card Alert" by the game company is not one I would be in favor of. That little service requires just enough effort by the game company that it would be reflected in the prices, which are already high enough.

Anticipation is half the fun. And my UPS man never feels as appreciated as he is when he brings my new S-O-M cards.

#### FORBES ARTICLE...

As for the Forbes Magazine article about S-O-M, I say good for you, Harold Richman. Don't let this go to your head, but whatever you make per year (and I could care less what it is), you deserve. Just be sure you share the wealth with the good people you have and, if you do, where does a great worker like me go to apply for a job?

I loved the story about Mark Panagos and his voyage to Glen Head for his cards and those of his friends. Someday I will make that pilgrimage myself. It's only a 12-hour drive from Maine to Long Island.

About Pastor Dr. Todd Turner: It's nice to know that S-O-M fans  
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# Another view of 'Hoops' computer game

## Coach can do everything — but play in the game

**Editor's note:** The following guest column article is another view of the "Hoops" computer college basketball game.

By PATRICK E. CLARK, Milford, OH

In the March issue of the Review, Bart Ewing contributed a scathing and unfair appraisal of the most realistic sports game I have ever encountered, including even Strat-O-Matic Baseball.

I am speaking of the Hoops college basketball computer game, which is the brainchild of Jeff Sagarin and Wayne Winston, not Billy Packer, as Ewing implies. Packer is not one of the principal creators and should not receive any undue share of the credit (or blame).

Ewing's first grievance is that without cards to look at he feels like a spectator. He complains that the results of games are "in the bank" no matter what moves you make and that you cannot tell how your offensive and defensive changes are going to affect the players and the outcome.

These arguments sound very similar to those of the coach who tries to explain away a poor season by crying, "I just didn't have the players."

### COACH HAS LOT OF INPUT

For those of you who haven't noticed, a coach can choose his line-up and give instructions, but he cannot score the points for his team.

In Hoops, like real basketball, you may affect the game greatly but no offense or defense can guarantee results. What you get is what a real coach gets: the chance to do everything but play. You are hardly a "spectator," but an active participant in influencing if not always completely controlling your team's performance.

I have played hundreds upon hundreds of games and can assure you that no game is ever "in the bank" before it is done and no player is "unstoppable." The coach who believes such nonsense is sure to be in for a surprise.

As far as the effects of changing your offense and defense, they are both very real and very realistic. Anyone with knowledge of the game of basketball can instantly understand how the various schemes would change your team's performance.

A zone will help a small team clamp down on a big center or just discourage the guards from driving into the lane, but it will also leave the three-point shooters open. A safe defense will assure that your players stay out of foul trouble but create few turnovers and allow your opponent more shots.

### NOT TOO MANY FOULS, TURNOVERS

The complaint that there are "too many" fouls and turnovers is absurd. If Mr. Ewing had bothered to check the team statistics he would find these numbers much more realistic than he imagined. Besides, if you are coaching a team that tends to foul (as Big Eight teams do), you periodically "ease off" on defense to cut down on the fouls committed.

Regarding the questions about rating obscure or old players is concerned, this is done in the same way that Strat would rate say, the defense of the backup center fielder on the 1927 Chicago Cubs. All relevant statistical and subjective data is used to create ratings that simulate the players skills and performance.

Sagarin is the premier basketball statistician in the country and  
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if he says that Joe Quigg was a B+ rebounder, I believe him.

As far as players with few minutes but high ratings, these are much like Strat players who bat 50 times and hit .400. A player who plays three minutes and scores two points is scoring at a tremendous rate even without a flashy scoring average, but of course this would deteriorate quickly if he played for more than a few minutes.

#### SIX GAMES NOT A REAL TEST

Ewing bases his entire article on just six games he mentions playing. I have played hundreds of games and find that not only do the players conform to their actual statistics, they act like they do in real life. This is something I have never before seen in a simulation.

When coaching my hometown Cincinnati Bearcats, I sometimes feel like I am actually watching star forward Louis Banks play in the exciting and sometimes frustrating way only he can.

Michigan's Glen Rice has that same ice water running through his veins that he had in the NCAA tournament. Whenever his Indiana team is down, Isiah Thomas takes control, although sometimes pushing it too far.

It is the unmistakable character of the players, combined with the surprisingly exciting play-by-play, which make Hoops a better game than I ever could have imagined.

There are some minor flaws, the only significant one being the lack of a statistical recorder. A spreadsheet program and a little ingenuity can solve that problem, however.

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## Questions & Answers

**Editor's note:** Questions pertaining to individual and team ratings will not be answered in most cases, unless a mistake has been made on the card. The game company cannot, for reasons of security, divulge its card-making formulas, which would be necessary to answer some of the questions completely.

**QUESTION:** Now that S-O-M has gone to perforated sheets for its past seasons, will it consider the possibility of making individual teams available from these past seasons, rather than having to buy the entire set as a whole? (Mark Brochin, Washington, IN)

**ANSWER:** No, according to the game company.

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**QUESTION:** In the pitcher X-chart range section, why are there five columns? Are not all pitchers rated as "2" fielders? (Mike Craney)

**ANSWER:** Eventually there will be five columns for pitchers' range. But now all pitchers are still considered "2s" by S-O-M.

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**QUESTION:** What will the next baseball season after 1927 be? (Alan Cohen, Arlington, VA)

**ANSWER:** The next past season will be 1959.

# Readers roll 'em

## THINKING ABOUT HOCKEY

Now that the hockey season is winding down, it is time to remind the powers that be at Strat-O-Matic about some common requests regarding the hockey game.

Please give us more cards. A player who plays in 20 hockey games is like a baseball player with 160 at-bats or 40 innings, yet many hockey players in this group do not get cards.

Any player who makes significant playoff contributions should also receive a card if he appears in at least 10 regular season games.

I would certainly be willing to pay more for the extra player set if it were more complete, as would most customers, especially those in draft leagues.

Please put more information on the cards. Age, height and weight are significant hockey numbers and would help draft-league players during draft preparation.

Please add more individuality to the passing system to separate Jimmy Carson, etc., from Wayne Gretzky.

Please update the instruction booklet to clarify common misunderstandings, especially regarding power play timing. Many NHL rules have changed since the game came out, so maybe it is time for new instructions.

Please make the best game in the world a little better.

JUDY GOLDBERG  
New York, NY

## IDEAS BECOMING REALITY

Well, it looks like all the great ideas for the new computer game that were submitted were listened to and many put into both the computer version and new options to the board game.

I'd like to comment on some of the changes:

1. I am very pleased with

the ability to input my old S-O-M cards into the automatic version of the computer game. When the new IBM version hits the streets (in August the brochure hints?), I will be intent on inputting the 1956 and 1970 teams onto a disk. My family may not see me until that task is completed.

2. The expanded "e" chart is probably the first step in upgrading the fielding chart. I realize this will only separate the real "butchers" from the rest of the pack, but putting Butch Hobson at third base will become more of a gamble in the later innings (just as in real life).

I would still like to see the range (1-4) expanded to distinguish Frank Howard from Vince Coleman.

3. I'm really getting interested in the new rare play and the weather charts. Rain, wind blowing out, cold weather to sting the hands of Alan Trammell in early April at Tiger Stadium... all we'll need is hot dogs and mustard to make it seem like the old ball yard.

4. The new computer game statistical package seems like a real winner. In fact, the whole package for the IBM sounds super. It seems to have incorporated more good ideas than I or the other readers of the Review bargained for.

I'm so glad that we as Strat owners don't have all the headaches the real owners have. After all, "our" players just play baseball on the table tops, not bargain at them.

Strat-O-Matic fanatic: You know you have been rolling too many dice when...the shortstop on your softball team boots a groundball and the first thing that comes to mind is "he's a 4e48."

CHUCK OSMAK  
Dentist, Guam, M.I.

## WANTS NICKNAMES

I still do not like what I  
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refer to as the generic S-O-M cards we've been receiving these last few years.

I feel like the cards are somehow incomplete without the team names on them and seeing New York (NL), Chicago (AL) just looks awful when compared to the older cards.

I know that the fault can be laid at the hands of greedy ballplayers and not S-O-M, but I would still like to see the team names back on the cards, even if it does raise the cost some.

I would also like to say that I was disappointed with the new injury chart S-O-M came out with. It was merely a slightly updated version of the old chart with an exception made for batters with over 599 plate appearances.

I would like to see S-O-M come up with a chart based solely on plate appearances and innings pitched.

Finally, I wondered if the Review would print the standings for the 1927 season as you did for the 1968 season when it came out?

BILL HAYES  
Acworth, GA

**Editor's note:** The amount of money the game company would have to pay for using the nicknames is anything but miniscule. S-O-M, as well as any game company that uses players' names, team nicknames, etc., has to pay royalties for doing so. It already pays for using the names of the players. Few gamers would want the cost of the cards doubled, or anything close to it, just to put the team nickname on the cards.

Here are the 1927 standings:

<u>American</u>	<u>Won-Lost</u>	<u>GB</u>
New York	110 44	-
Philadelphia	91 63	19
Washington	85 69	25
Detroit	82 71	27 1/2
Chicago	70 83	39 1/2
Cleveland	66 87	43 1/2
St. Louis	59 94	50 1/2
Boston	51 103	59

<u>National</u>	<u>Won-Lost</u>	<u>GB</u>
Pittsburgh	94 60	-
St. Louis	92 61	1 1/2
New York	92 62	2
Chicago	85 68	8 1/2
Cincinnati	75 78	18 1/2
Brooklyn	65 88	28 1/2
Boston	60 94	34
Philadelphia	51 103	43

#### RATE INDIVIDUALS, TOO

I enjoy Strat-O-Matic Baseball immensely, but am so at my wit's end right now that I want to scream.

I have just finished reading the Sporting News 1990 Baseball Yearbook review on the San Diego Padres in which the beat reporter (who from my other preseason reading speaks for the consensus) says about the team's infield: "(Roberto) Alomar...exhibited wonderful range defensively last year" while saying "(Garry) Templeton's...range at short undoubtedly still will be limited."

But the game company has gone against this consensus and awarded Templeton a "2" defensive rating while giving Alomar a simply stunning, mind-boggling "3" rating.

My guess is that the Padres "cheated" by moving Alomar way over to his right to cover for Templeton, so in reality many more balls got through the second base area than the shortstop area.

If this is so, it highlights a flaw in S-O-M that is so great that it severely threatens its very viability for those of us who play in draft leagues and thus are more interested in "pure" individual abilities than "blended" team abilities.

Now in our league the guy who has Templeton has a defensive advantage over the guy who has Alomar, and this has nothing whatsoever to do with reality.

Come on, people. Go ahead and keep your current system for rating defense for purposes of real-life team play if you must, but give us who play in draft

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leagues a chance to win based on individual abilities, too. This could be done easily by providing each player with an "individual fielding rating" as well as a team fielding rating.

ED GRANT  
Atlanta, GA

Editor's note: Since your "guess" is that the game company failed to take into consideration the "cheating" done by the Padres on defense, change the ratings to make them realistic. Seriously, we don't feel a player can be rated strictly as an individual in a team sport. Can a pitcher be rated on his individual talent (or potential), sans the defense that is/or is not backing him? S-O-M has said many times that when players are taken off their stock teams (usually in draft leagues), the stats are going to be altered. Boxing, tennis and golf are sports where individual ratings would truly be individual, but not baseball, football, basketball, hockey, etc.

#### 'MEDIocre' IN STYLE, CLARITY

Please sign me up for another year. Your publication is informative (there is no other way to find out the corrections on the cards), and a convenient marketplace for the exchange of ideas in the S-O-M community. However, I believe Mr. Ed Grant's criticism is accurate. Here are some examples of flaws that detract from the Review:

Rather than refer us to articles in Newsday and Forbes, why not just reprint them in full? It only takes a phone call to the publication to get permission. Did you make the effort? There are 46 words, two commas, a set of parentheses and a question mark in the fifth paragraph of your April issue. This paragraph is one run-on sentence that is very difficult to under-

stand. You can make better use of your publication's 24 pages by using short, concise sentences. The front page of your April issue was made up of one sentence paragraphs. What a waste of space. It also just adds to the clutter and confusion.

Rather than reporting the highlights of an interview with an S-O-M employee, why not just give the game company a monthly column? Also, as your primary demographic (baby boomers) gets older, their eyesight starts to fade. How about BIGGER print? In addition, terms like "informs Barkan," "Barkan enthused," etc. are amateurish. And Mr. Grant is right, the editor's notes are usually (if not always) superfluous. For years, readers have been trying to find out whatever happened to plans for an old-timers pro football set. I'm not interested in hearing that plans have been put on the back burner, or are on hold. I want to know when the cards will be available. Failing that, I want to know when a decision will be made as to when the cards will be done. What - precisely - is the hold up?

In sum, I believe that what Mr. Grant and others have been trying to tell you is this: Cut the chaff and get to the grain! Actively try to put out a quality publication - set a higher standard. Don't be satisfied with the fact that your publication is the only game in town for S-O-M fans who want to share ideas and information with other fans.

As I said before, your publication serves a valuable purpose. But it is usually mediocre both in style and in clarity.

DAVID BLACK  
Rohnert Park, CA

Editor's note: We will try to improve. Meanwhile, keep subscribing. Keep reading. And keep counting the words in sentences. By the way, your third paragraph was 139 words and consumed 25 lines of Review space.

# It's Giants in seven games!

## 'Frisco's timely hitting, solid pitching difference in Series replay

Okay, so now Strat-O-Matic has a weather chart for baseball. What about "game called on account of earthquake," could cry the purists who believe that anything that happens in real life should be possible on a table top, too.

A climatic change may have helped the Oakland A's in a World Series replay conducted by Review co-editor Del Newell, who used his Apple IIc computer game to play out an exciting seven-game series.

San Francisco, perhaps benefitting from no delay in the action in the computer game, won the series, mixing timely hitting with outstanding pitching - something the Giants didn't have in real-life.

In fact, pitching dominated, even though both teams combined for 41 extra base hits, with the Giants outhomering Oakland by a surprising 9-6 margin.

San Francisco's pitching staff, for a short series, compiled a 2.47 earned-run-average, while Oakland's was a respectable 2.76. Both were better than the real-life marks of 3.50 (A's) and 8.21 (Giants).

### STEWART GOES 2-1

Dave Stewart, the series MVP in real-life, won his first two games in the replay...and then suffered the loss in game seven. Stewart went seven innings, allowed six hits, including three home runs, and won the opener, 7-4.

In game four, Stewart hurled a masterpiece, fashioning a two-hitter, striking out eight and tossing a shutout.

But in the decisive seventh game, Stewart went 7 2/3 innings, gave up all the runs and absorbed a 4-2 loss.

Stewart did have impressive numbers: 23 2/3 innings, 14 hits (four of 'em home runs), 14 strikeouts, nine walks and a 2.28 ERA.

Mike Moore was sub-nothing for the A's, though, losing two games and giving up 15 hits in 10 2/3 innings (5.06 ERA).

Rick Reuschel, the Geritol Giant, won both of his starts, setting the A's down on two hits in game two (4-0). Reuschel struck out Jose Canseco four times and Dave Henderson and Mark McGwire three times each on the way to 15 strikeouts.

### ALL OR NOTHING

Canseco was Oakland's all-or-nothing hitter. He batted only .226, but of his seven hits, three of them cleared the fences and another was a double. But Canseco also fanned 10 times, or almost one-third of his at-bats.

Dave Henderson whiffed 13 times, Canseco and McGwire combined to strike out 31 times.

Oakland batted a disappointing .211 and San Francisco hit a sub-par .247. Dave Parker (.350) led the A's, while Brett Butler (.370), Candy Maldonado (.333) and Will Clark (.320) all topped .300 for the Giants.

Clark or Reuschel, or maybe both, would have to be the MVP choice. Clark went 8-for-25, had two triples and series highs in homers (4) and RBI (7).

Game-by-game summaries:

**GAME 1** - Oakland built a 6-0 lead through six innings and hung on for 7-4 victory...Walt Weiss hit a two-run homer and drove in three runs for winners...Stewart allowed six hits through seven innings, with Todd Burns pitching two hitless innings of relief for a save...Canseco

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and Weiss homered for A's; Clark, Kevin Mitchell and Maldonado for Giants.

**GAME 2** - Reuschel shut down A's completely. Parker and Weiss had only hits, both singles...Clark and Mitchell both homered, with Mitchell's a two-run shot in the fifth inning...Reuschel walked four and struck out 15.

**GAME 3** - San Francisco, behind Don Robinson (four-hitter through 7 2/3 innings) and the relief work of Steve Bedrosian, won 5-3. Only runs by Oakland came on Canseco's three-run homer in ninth...Bob Welch was the losing pitcher.

**GAME 4** - Stewart's turn to emulate Reuschel with a two-hit gem, both hits coming off the bat of Butler...McGwire homered in the eighth to give Stewart a cushion in 2-0 victory...Scott Garrelts took the loss

**GAME 5** - Giants served notice that an upset was in the making by taking 3-0 lead (vs. Moore) in first three innings and going on to 4-1 triumph...Reuschel allowed four hits in 6 1/3 innings, fanned five and walked three...Bedrosian got his second save, pitching two innings of one-hit ball...Clark hit two-run homer in third.

**GAME 6** - Oakland kept hopes alive by battling back from early 3-0 deficit and pulling out 5-3 win...Canseco homered for A's, Clark and Ernest Riles for Giants...Key was relief pitching as Gene Nelson gave up one hit (3 2/3 innings) and Dennis Eckersley no hits (1 2/3) after bailing out Welch, who gave up three runs by the third inning.

**GAME 7** - Matt Williams' two-run homer in the eighth inning snapped 1-1 tie and keyed San Francisco's 4-2 triumph in deciding game...Stewart took the loss and Craig Lefferts, who relieved starter Don Robinson in the seventh, got the win. Jeff Brantley pitched 1 1/3 innings of hitless relief for a save...McGwire homered for A's (solo shot in the seventh, tying the game), but Canseco was silent, striking out three times and going 0-for-4.

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### Who are baseball's best of the best?

## Here are tips for TBA draft

Many articles in the Review are of the who-should-you-draft types for play-by-mail or face-to-face leagues. But seldom is the topic of how-to-draft for a Table Baseball Association tournament delved into.

Well, Stephen Meyerson of Brooklyn, NY, is providing a drafter's guide for gamers who plan on participating in one of John Kreuz's TBA tournaments in 1990.

\* All players are not draft eligible. Minimums are: Position players - 200 at-bats + walks; Starting pitchers - 125 innings; Starter/Relievers - 100 innings; Relief/Starters - 75 innings; Relievers - 50 innings.

\* When a player has two cards, either both, one of two, or neither card is draft eligible, depending on the number of plate appearances or innings pitched.

\* This is a star draft. Only eight, nine or ten players are in each draft group. If you're picking the eighth best player at several positions, you probably aren't doing well.

\* Ryne Sandberg, Will Clark and Eric Davis should be first-round picks because you draft for scarcity and these three are much better than anything else at their positions.

\* Kevin Mitchell and Howard Johnson are also good first-round picks. If you get one of them (you won't get both), try to use him at third base where his defense will have less impact.

(continued on next page)

\* Atlanta's Oddibe McDowell, this year's Andy Van Slyke, should be very highly rated.

\* Pick your four starting pitchers within the first 10 rounds of the draft. You can draft good position players in late rounds, but not good pitchers.

\* Assuming equal ability, the ideal pitcher is a righty who is slightly more effective against lefty batters. Picking a lefty pitcher is risky because TBA managers will put together a lineup which kills lefty pitching.

\* Base stealing is less of a factor in TBA games than in a 26-team league. Your opponents will usually have catchers with good arms and pitchers with good hold ratings.

\* Draft Vince Coleman or some other pinch-runner in a late round. Even if all you get is an "A+", you're still getting something. You can steal a close game.

#### CATCHER'S ARM VERY IMPORTANT

\* Draft a catcher with a minus arm, even if he's a weak hitter picked in a late round. There will be a time during the tournament when the catcher's arm is important.

\* At positions other than catcher, defensive replacements are a luxury, not a necessity. For example, 1B(x) will only occur once every 108 rolls.

\* Your catcher's arm is very important, but his range and error ratings aren't.

\* Defensive impact from most important to least important is as follows: Catcher (because of the arm), SS, CF, 2B, LF and RF, 3B, 1B.

\* In past drafts, I've drafted first basemen only in the late rounds because so many good ones were available. This year is an exception because Will Clark is clearly the best by far.

\* Many managers overrate ballpark effects and on-base percentage and underrate the value of defense.

#### HOW TO USE RELIEVERS

\* The best relievers have better cards than the best starters, but under TBA rules the starter can pitch more innings.

\* To get the most out of a top reliever, use him every other game for three innings each time. Don't be like a major league manager who uses his top reliever only in the ninth inning. Use your top relievers in tandem with your weakest starters.

\* If Mickey Tettleton is gone, don't pick the next catcher because Bob Geren, Bob Boone, Craig Biggio, Mike Scioscia and Benito Santiago are relatively equal.

#### DRAFT PITCHERS EARLIER

\* In past years, I drafted position players in the first few rounds because there were 10-30 who stood out. This year I see very few super cards and I might be inclined to draft pitchers earlier than usual. I'd be tempted to try a "Cy Young" draft strategy.

\* Rickey Henderson's high on-base percentage is more valuable than Alvin Davis' because of the speed and base stealing.

\* Draft a good lineup against righties because you will face righty pitching about 75 percent of the time.

\* Don't use standard lineups against solely whether the opposing pitcher is a righty or lefty. Your lineup and personnel in a given game should also be based on the opposing pitcher's card, opposing catcher's arm and the ballpark.

# 'Yardstick' measures baseball success

## Who are 'Starbusters,' 'Diamonds in Rough,' and 'Sundowners?'

By PHILIP ERIC JONES, Austin, TX

If you play in a draft league, and you get to keep some or all of your players from year to year, your success depends on your ability to distinguish the improving players from the mature players and the mature players from the declining players.

In order to keep a high level of current performance, you have to be able to spot players who can help your team win now and who will burst into stardom within two years.

My player evaluation system, "Baseball Yardstick," has a proven track record for doing just this. I have been in my current league for three years, entering as an expansion team after the 1986 season. My team has already won the league championship twice and my starting lineup for the coming year boasts Will Clark, Ryne Sandberg, Barry Larkin, Howard Johnson, Bo Jackson, Eric Davis, Roberto Kelly and Tony Gwynn.

This article lists the players the "Baseball Yardstick" has identified as important players to watch in 1990. First I will list the players about to explode into stardom. I call these players Starbusters. Then I will take a look at the long-term star prospects, whom I call Diamonds in the Rough. Next I will name the well-known players whose best years are behind them. I call these Sundowners.

These three categories of players are the most critical to your success.

### OTHER TYPES OF PLAYERS

Other player types are identified in "Baseball Yardstick" - Ageless Wonders, Retreads and Comeback Players, Future Hall-of-Famers and Endangered Species.

All these are important, too. But due to time and space considerations, however, I will list only the Starbusters, Sundowners and Diamonds in the Rough.

"Baseball Yardstick" isn't always right. Some of the Starbusters will fizzle. Some of the Sundowners will make time stand still. Some of the Diamonds in the Rough will never make it onto the fairway. Some players I don't mention will go berserk and set the grand old game on its ear. But the system is right more often than it is wrong.

Injuries and personal problems can't be predicted and all the predictions in this article assume that the players remain relatively free of such disasters.

### STARBURSTS

These are players (and ages) who can already make a significant contribution to your club and who are earmarked for stardom in 1990 or 1991:

Roberto Alomar (22), Junior Felix (22), Craig Biggio (24), Gregg Jefferies (23), Jerry Browne (24), Tom Gordon (23), Erik Hanson (25), Duane Ward (26), David Wells (27), Willie Fraser (26), John Wetteland (24), Ramon Martinez (22), Bob Kipper (26), John Smiley (25), Ken Griffey Jr. (20), Greg Briley (25), Greg Vaughn (25), Ricky Jordan (25), Jeff Blausen (25), Kurt Stillwell (25), Matt Williams (25), Bobby Bonilla (27), Brian Holman (25), Ken Hill (25), Jeff Parrett (29) and Ron Jones (26).

The following players are doing well at a young age and are even-up bets to achieve stardom in the next two years. I'm less certain of  
(continued on next page)

them than I am of the ones above:

Sammy Sosa (22), Bill Spiers (24), Carlos Martinez (25), Benito No-He-Is-Not-A-Star-I-Don't-Care-How-Good-His-Arm-Is Santiago (25), Joey Belle (24), Steve Finley (25), Luis Polonia (26), Stan Javier (25), Jay Buhner (26), Dave Martinez (26), Jose Gonzalez (26), Manny Lee (25), Ozzie Guillen (26), Lance Johnson (27), Nelson Liriano (26) and Rafael Palmeiro (26).

On the pitching side there are three 23-year-old September call-ups who looked impressive in '89 - Pat Combs (Phillies), Mike Stanton (Braves) and Brian Dubois (Tigers). Other even-up bets are John Farrell (28), Luis Aquino (25) and three wild pitchers who have great stuff - Trevor Wilson (24), Drew Hall (27) and Eric Plunk (28).

Now or Never: These are players with exceptional talent who somehow have been unable to put it all together and time is now running out. If they don't blossom into stardom in the next two years, they probably never will.

Devon White of the Angels will turn 28 this year and young Shawn Dunston of the Cubs will be 27. Either of these guys could be superstars if they would quit chasing all the trash pitchers throw them. There are also two pitchers on the list. All they need to do is get their overpowering stuff over the plate. They are Lance McCullers and Bobby Witt, both of whom will turn 26.

#### DIAMONDS IN THE ROUGH

The following is a quick rundown of players who have made it to the majors at an early age and shown star-caliber raw talent, making them good long-term prospects. Few of them can make more than a minor contribution to your team this year and it could be more than two years before they blossom. They are much riskier investments than Starbursts.

Pitchers - Scott Scudder (22), Pete Smith (24), Kevin Ritz (25), Jim Abbott (24), Pete Harnisch (24), Derek Lilliquist (24), Tom Glavine (24), Steve Wilson (26), Todd Stottlemire (25), Mike Dyer (24) and Melido Perez (24).

Regulars - Gary Sheffield (21, attitude problems), Deion Sanders (if he stays in baseball, 23), Bobby Rose (23), Marquis Grissom (23), Eric Anthony (23), Scott Coolbaugh (24), Dave Justic (24), Glenallen Hill (25), Omar Vizquel (23), Eddie Williams (25), Charlie Hayes (25), Drew Denson (24), Luis de los Santos (24), Jay Bell (25), Joe Oliver (25), Robin Venture (23), Eric Yelding (25), Craig Worthington (25), Ron Gant (25), Todd Zeile (25) and Shawn Abner (24).

#### SUNDOWNERS

In draft league play, it is important to be able to tell when a good player's best years are behind him. Trading good young players for these dinosaurs is a ticket to stagnation and decline.

On the other hand, they are well-known players who can still make a contribution and they have decent trade value. If you have them and they don't fill a critical need this year, or if you don't have a serious shot at the league title, trade them now while their value is still good.

We will start with the players who have very good Strat cards this year - Dwight Evans (39), Andre Dawson (36), Ozzie Smith (36), Dennis Walling (36), Rich Gossage (39), Rick Mahler (37), Ted Power (35), Dan Quisenberry (37), Jack Clark (35), Brian Harper (35), Dave Smith (35), Alex Trevino (33), Brett Butler (33), Lonnie Smith (35), Tim Wallach (32), Bob McClure (37), Frank Tanana (37), Larry McWilliams (36), Jeff Reardon (35), Gary Redus (34), Max Venable (33), Lou Whitaker (32),

(continued on page )

Wade Boggs (32), Dennis Martinez (35), Ed Whitson (35), Rickey Henderson (32, obviously I'm going out on a limb here).

Next we turn to players who are no longer performing at star caliber (if they ever did), but are making definite contributions and are well-known and highly regarded. These players are earmarked for a swift decline.

Frank White (40), Brian Downing (40), Dave Parker (39), Ken Griffey Sr. (39), Keith Hernandez (37), Ernie Whitt (38), Gary Ward (37), Tony Armas (37), Rick Cerone (36), Willie Randolph (36), Jim Gantner (36), Claudell Washington (36), Garry Templeton (34), Glen Hubbard (33) Lance Parrish (34), Jeff Leonard (35), Hubie Brooks (34), Tommy Herr (34), Lee Mazzilli (35), Terry Puhl (34), Marty Barrett (32), Pat Tabler (32), Tim Teufel (32), Steve Balboni (33), Scott Fletcher (32), Pete O'Brien (32) and Dan Gladden (33).

Pitchers in this category include: Doyle Alexander (40), Mike Flanagan (39), Don Aase (36), John Candelaria (37, could still contribute nicely if confined to bullpen), Scott Sanderson (34), Bob Walk (34), Steve Farr (34), Joe Price (34), Bob Ojeda (33), Dennis Rasmussen (31), Rick Horton (31), Walt Terrell (32) and Steve Bedrosian (33).

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TOUCHING ALL BASES WITH DICK HUNT

(continued from page 4)

include the clergy, too, but how in heaven's name does he play the game without swearing up a storm? Personally, thanks to S-O-M, I could give cursing lessons to the Marine Corps. (1970 Frank Linzy, whatta bum!)

About the pictures of the opening-day crowd at S-O-M: Is it my imagination, or are they getting uglier every year? Save me a place in line next year, fellas!

Is anyone else out there sick to death of reading about the TBA? I mean, I can understand that the Review has to give it some coverage, but every month for pete's sake? Enough, already.

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## How to distinguish passing ability

By CARL WILKERSON, Atlanta, GA

I have been reading the discussions of passing in the hockey game with increasing interest. The issue of how to distinguish a player of Wayne Gretzky's passing ability from a player of Pete Ihnacak's passing ability is, in my opinion, the most important one in the game.

But I also think there are two related questions that must be addressed. How do you distinguish Ihnacak from Denis Savard? And how do you distinguish Savard from Gretzky?

The passing issue really bothers me. I think it necessitates a basic change in the routine of play systematically designed to gradiate all the star passers by ability. I have examined the split deck and tabulated the number of times each result occurs under Passing:

Lose Puck.....	17	L.....	4
Inside shot for RW/LW/C....	9	Inside shot for any player...	2
J.....	4		
K.....	4		
		TOTAL -	40

(continued on next page)

One of the features of the game is that players rated 1 on assists lose the puck on Passing J, K and L. Players rated 2 lose the puck on K and L, players rated 3 lose the puck on L and players rated 4 and up do not lose the puck at all.

This feature, considered with the above table, permits the computation of the following percentages:

Assist Rating	% Successful Passes From Split Deck	Assist Rating	% Successful Passes, Split Deck
1.....	28	3.....	48
2.....	38	4 or more....	58

A successful pass is a pass resulting in an inside shot for the RW, LW, or C.

Now, why not try simply increasing Gretzky's percentage of successful passes more or less in proportion to his statistics? And why not do the same thing for all superior passers?

Assist Rating	Old %	Proposed New %	Assist Rating	Old %	New %
1 -	28	25	6-7 -	58	60
2 -	38	35	8-9 -	58	65
3 -	48	45	10-11 -	58	70
4-5 -	58	55	12 and up -	58	75

Three comments on the above table:

1. I decided to change the percentages to multiples of five to allow use of a 20-sided die. This saves your having to pick from the split deck. I like to pick from the split deck as infrequently as possible to avoid the resulting shifts in percentages and to hamper any of my opponents who may card count.

2. I rounded the percentages for Assist 1-5 down instead of up to offset gains by players rated Assist 6 and up and to increase overall differentiation. The three percent (actually two-and-a-half) difference isn't too significant. The deviation that occurs naturally in your replay stats is probably more significant than that. You'll rarely pass with a 1 either way and the percentages that Strat assigns aren't written in stone to begin with; they're approximations.

3. The 75 percent figure for players rated 12 and up is conservative. Comparing Strat's assist ratings with the number of assists per game they were meant to reflect and with their percentage of successful passes off the split deck, I concluded that players rated 12 and up should be conceded the successful pass inside. Their success rate should be set at 100 percent. Over 100%, in fact, that's where those rebound/breakaway shots and dazzlers would come in.

I set the rate at 75% because (a) given the option, once in a while Gretzky will take an outside shot or penetrate rather than passing and with a passing success rate over 75%, neither shooting outside nor penetrating is attractive very often, and (b) if I set the rate at 100%, nobody, including me, would accept the system; it's a pretty radical departure from the game as the company presents it even with players rated 12 and up only completing 75% of their passes off the split deck and everyone else completing a proportional amount.

The only thing that remains is to draw up a passing table to reflect the data presented:

Passer's Assist Rating	Inside Shot	(Else Lose Puck)
1	-	1-5
2	-	1-7
3	-	1-9

(continued on next page)



<u>Passer's Assist (Con't)</u>		<u>Inside Shot (Con't)</u>	
4-5	-	1-11	
6-7	-	1-12	
8-9	-	1-13	
10-11	-	1-14	
12 and up	-	1-15	

This table applies only to passes necessitating a draw from the split deck; continue to interpret other passing readings as before.

<u>Pos.</u>	<u>Inside Shot</u>	<u>Pos.</u>	<u>Lose Puck</u>
C (LW)	1-3	DC	1-3
C (RW)	4-6	DLW	4-6
LW (C)	7-9	DRW	7-9
LW (RW)	10-12	DRD	10-12
RW (C)	13-15	DLD	13-15
RW (LW)	16-18	Opp.	16-20
Any	19-20		

This system may give the good passers a few too many assists. This is due to the assist allocation system in the game. If the discrepancy becomes large enough to bother you, stop awarding an assist when a player's pass leads directly to a goal. Use only the assist information at the bottom of the split cards.

The system may also result in a few extra goals for linemates of good passers. Overlooking that that was the whole idea behind the new system, that it's important not to upset the relation among outside, inside and rebound/breakaway shooting percentages, and that I've already touched on the difficulty of deciding whom to penalize how much, I suggest if you're uncomfortable with the inflation of goals scored individual figures that may result, penalize whomever you like one or two goal numbers on inside shots.

#### COACHING AFFECTS STATS IN BIG WAY

One more thing: A coach does much more, even if she/he is unaware of it, to alter players' stats than any change I have suggested could. If you really want to see what warped statistics look like, examine your replay stats for the players most affected by your coaching idiosyncracies.

I play a 3 offense almost constantly on the road. I never use zero forecheckers. My line shifts vary bizarrely from game to game. I always intimidate when given the option. I constantly find myself playing shorthanded. And I always rest up my players for games against Calgary, whom I hate. Check my address for a clue as to why.

Some of you do things even more unusual than these and your players' performances are affected accordingly.

The objectives of Strat are to excuse the coach from reproducing the statistics. To allow him to examine instead the dynamics of the game and the more comprehensive representations of its players that the game provides. And to encourage him to have fun with them.

If you can't put up with the statistical fluctuations that result every time you make a coaching decision, maybe you'd be better off not playing Strat.

#### QUIT PICKING ON IHNACAK

Another one more thing: Let's stop picking on Pete Ihnacak. He's a good player whose comparisons with Gretzky in the Review recently, even though favorable, are a result of his being perceptibly better than average in the area under consideration.

# Advertisements

Rates per issue are as follows: 25 words or less - \$1.00; 26-50 words - \$2.00; 51-75 words - \$3.00; 76-100 words - \$4.00. When sending in ads, specify either **WANTED, FOR SALE, FOR TRADE, LEAGUES, or CONTEST.** And name card sets by the year upon which they were based. Note also that only advertising for Strat-O-Matic products, or closely related merchandise, will be accepted and that merchandise competing with S-O-M products may not be offered for sale. Also, no photo-copied or reprinted cards should ever be offered for sale. Ads, to be included in the next issue, must be in to the Review by the third of the previous month.

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**WANTED:** San Jose-Santa Cruz-Greenfield. Contact for face-to-face play. Recently moved to Salinas, CA. Contact: Joe Sennish, 580 Powell, 93907 or 424-3454.

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**WANTED:** Looking to join established face-to-face baseball league, or organize new, in northern Indiana. The last league I ran lasted a decade. Prefer draft league, with continuous player ownership. I am a

31-year-old, reliable, 12-year S-O-M player. Mail information to: Greg Wiesemann, 1038 Elmer, Griffith, IN 46319 (219-838-4928)

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**FOR SALE:** Complete baseball, football, hockey and basketball seasons; single baseball and football teams, 1962-present. For list send SASE to: Sal Mangiapane, 65 Princess Drive, North Brunswick, NJ 08902 (201-422-9210)

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(continued)

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FOR SALE: Hockey, complete sets, good to excellent condition: 1977-78, '78-79, '79-80. Taking bids until May 1. Send SASE to: Dom Terrone, 1854 71 Street, Brooklyn, NY 11204

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FOR SALE: Complete advanced game ratings for all 1989 real-season cards (latest set of cards). These ratings have been instrumental in developing excellent draft teams in league play and tournaments (1st, 1st, 2nd, 4th, 5th in the five TBA's I've been in). I factor in HR, 3B, 2B, 1B, BB, gb(a), steal and running ratings, N or W rating, defensive position and defensive skill including throwing arm. Each player receives an on-base, slugging, total offense and overall rating against both righties and lefties. 1961, 1964-basic, 1969, 1984-1988 season ratings also available. For your easy-to-read printout, send \$8 per season to: Paul Patrick, 3 Shenandoah, Goddard, KS 67052 (316-794-2353)

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cards, \$15. 63 S-O-M Reviews  
from 1974-1983, \$30. Will sell  
everything listed above for  
\$150.. Neil Lanctot, 346 East  
Lancaster Avenue, Apt. #104,  
Wynnewood, PA 19096 or call  
215-649-1871.

FOR SALE: Computerized baseball  
standings program. When replaying  
your favorite S-O-M teams' season,  
enter the score from your game  
and the program generates scores  
from the rest of the league and  
displays current standings,  
including: Wins, Losses, Pct.,  
GB, Last 10 and Streaks. Define  
schedule yourself or let computer.  
Results are random but based on  
teams' actual winning percentage  
for that season. AL and NL included.  
IBM only. Money-back guarantee.

For program, including data for  
1989 season, send \$9 (U.S.) or  
check to: A & B Software, 8008  
Bainbridge, Alexandria, VA 22308.  
Program purchasers only, other  
season data updates (1969 on) are  
\$5 each, specify season. Note:  
This product enhances but does  
not replace the Strat-O-Matic  
Computer Baseball Game.

FOR SALE: Baseball - Complete  
sets, 1984 to the present, all  
excellent and mint condition.  
I've run out of storage space, so  
all sets must go, or I'll sell as  
many as I can (\$30 U.S. or best  
offer; please bid on complete  
sets only). Also, I have S-O-M  
Reviews for sale (1984 to today),  
only 75 cents each, \$5 for a year  
or \$20 for all issues through  
Dec. 1989. What a deal!. Bonus:  
Buy at least three baseball sea-  
sons and receive the Reviews  
free. You know this offer can't  
be beat. Call or write: Lou  
Israel, 4100 Bouchette, #18,  
Montreal, Quebec, H3S 1J2 (514-  
737-4054). Don't delay - do it  
today!

FOR SALE: I now have over 1,400  
individual S-O-M Baseball teams  
from 1927-1988. I am currently  
holding over 31,000 assorted  
S-O-M Baseball cards from 1927-  
1989. I also have a new assort-  
ment of complete sets. Send a  
SASE (with 85 cents postage on  
it) for my Giant 1990 Teams List  
and/or send your list of assorted  
cards that you want along with a  
SASE to: Chris Rosen, 731 Bergen  
Street, Philadelphia, PA 19111  
(215-745-5247). Special note: I  
have just made a purchase of app-  
roximately 200 S-O-M Baseball  
teams (1973-1985) and am interes-  
ted in buying more.

FOR SALE/TRADE: 1983 football  
season. Will trade for 1982 foot-  
ball season or various individual  
teams. David James, 1695 Pine  
St., #8, Napa, CA 94559 (707-226-  
6360)

FOR SALE: "The Natural," Roy  
(continued)

Hobbs. Single card reflects the greatest 2/3 of a season (and career) a player ever had, but not unrealistic stats. Events based on novel and film reflected on card. Letter accompanies card explaining ratings choices, novel and film information, stat projections and advanced adjustments. A truly realistic card from a Strat-O veteran. Professionally printed on stock identical to game company's. Play against Hall-of-Famers, old-timers, or add to current team. \$1 = 75 cents card + 25 cents postage. Have Hobbs show up in your dug-out. The card is approved by an S-O-M letter, although the calculations are mine. Joe Earle, Box 333, Fiskdale, MA 01518

## For Trade

FOR TRADE: Have all Super Bowl teams, 1967-1988; in very good to excellent condition. Will trade any two of them for one of the following baseball teams with extras; 1971 Pirates; 1973 Oakland; 1976 Cincinnati; 1978 Yankees; 1979 Pirates; 1981 Dodgers; 1982 Cardinals; 1983 Orioles; 1984 Tigers. Richard Gulezian, One Robinhood Road, Windham, NH 03087-2110

## Leagues

LEAGUES: The Federal Baseball League, an existing, well-established play-by-mail league in existence for five years, is looking for experienced PBM managers to take over existing franchises in a 24-team league of all major league players. We have a 162-game schedule, utilizing all super-advanced rules, annual draft, trading; as close as you can get to the real-life thrill of owning your own major league franchise. If interested, write or call: John Soares, 594 Buchanan Street, Hillside, NJ 07205 (201-688-0377)

LEAGUES: Backup managers required for established PBM

league currently in its ninth season, featuring: 162-game schedule, 12 teams, 40-man rosters, AL and NL players, all super-advanced rules, computer compatible and minor leaguers draftable. The main requirement is reliability and a sense of obligation towards others. If interested and qualified, phone 416-731-3476 and ask for Murray Zabitsky, or write for application at 199 Mullen Drive, Thornhill, Ontario, Canada L4J 2V8. Preference will be given to computer players, especially IBM.

LEAGUES: Established face-to-face advanced baseball league in southwest Chicago and suburbs wishes to expand by adding one-two new teams. Chance to draft competitive team. Contact: Tom at 708-636-4124 or Mark at 312-582-7226.

LEAGUES: PBM league seeks responsible managers with previous experience. We are well established and seek some "new blood" for both our American and National leagues. We are draft-based, with players retained from year-to-year. All super-advanced rules, with the exception of balk-wild pitch option are utilized. Candidates should be serious about giving time and effort to develop their team. If you are interested please contact. Gerard Coyne, 29233 Heathercliff Road, Malibu, CA 90265, Unit-3 (213-457-2763)

LEAGUES: Northern New Jersey established face-to-face advanced rules baseball league in Morris County seeks additional managers. We meet every Thursday night from September through March and use both AL and NL players. 100-game regular season followed by playoffs. Call Keith Peterson (201-361-4419).

LEAGUES: The Continental S-O-M Rotisserie League (CSRL) has one managerial opening and needs backups for its AL PBM league. We also seek candidates for NL franchise. (continued)

chises. The CSRL features a pre-season rookie draft featuring limited drafting of minor leaguers; a Rotisserie style player contract system complete with player salaries and free agency; computerized injury determination; organized winter league meetings; quarterly newsletters; weekly standings; an official colorized league logo and all the frills; and much more. Most importantly, we ensure excellence and enjoyment through active hands-on management of league and franchise affairs. Interested? Then call or write and ask for our recruiting package. Don't join another league until you see what the CSRL has to offer. Ed Carpenter, 709 Kensington Lane, Bloomfield Hills, MI 48013 (313-647-0447)

LEAGUES: Two Toronto face-to-face baseball leagues are seeking new managers for both the upcoming season and as back-up. The leagues use both advanced and super-advanced rules and are in their fifth and 10th years, respectively. All replies will be promptly answered. For information, write or call: John Walsh (416-429-0014, evenings; 416-482-8422, days) or write: 5 Vicora Linkway, Apt. 1401, Don Mills, Ontario, Canada, M3C 1A6

LEAGUES: I am a long, long time S-O-M Football gamer, having played and taught others to play in West Virginia, Maryland, Pennsylvania, Illinois, Missouri and Georgia. I have moved back to my home in Cumberland, MD, and would like to meet gamers interested in football. If there is enough interest, I would like to start a league. I am 45 years old and serve as Senior Pastor of the First Congregational Church (Frostburg, MD). If interested in football, contact me by phoning: Rev. Dr. Todd Turner (301-724-7389 or 301-689-8906)

LEAGUES: Salt Lake City-area gamers needed for face-to-face baseball league. Forget those boring PBM leagues that cover up your talent and enjoy

increased realism. The league draft is scheduled for June 9, so give me a call. Brad Pickett, 185 E. Lynn Circle, Sandy, UT 84070 (801-572-5261)

LEAGUES: The Mid-American Strat-O-Matic League, an established play-by-mail league (face-to-face in Detroit and Milwaukee), is looking for experienced and enthusiastic managers to take over existing franchises. We are a 12-team baseball league, playing a 168-game schedule, utilizing the advanced and some super-advanced rules. An annual draft, trading and the holding over of players will test all your managerial skills. If interested, call or write: Greg Turner, 745 Beechmont, Dearborn, MI 48124 (313-561-6384)

LEAGUES: Last Chance. The prestigious NAFA PBM football league is expanding for the last time to 24 teams (three openings). The eighth season will feature continuous ownership, phone draft, some face-to-face games and awards for participation. Basic requirement is personal commitment. Contact: Mike Macher, 415 Walnut Street, Middlesex, NJ 08846 (201-469-9331)

LEAGUES: Coast to Coast Baseball League (CTCBL) is a highly successful 20-team PBM league. The CTCBL features: 1. Face-to-face winter meeting; 2. An operating budget to ensure league success; 3. Responsible, honest, fanatical group of franchise owners; 4. Weekly standings, quarterly newsletters and yearbook; 5. A unique sophisticated playing format, including limited drafting of minor league talent, rotating administrative duties, etc. The CTCBL is seeking mature, honest managers to fill one National League franchise and back-up franchises in both leagues. We are the No. 1 PBM league in the United States, just ask the guys copying us. For more information, please respond with appropriate detail and SASE to: Robert Smith, 2124 East 69th (continued on back page)



If the number before your name reads 90/5, this is the last issue of your current subscription. To renew, check the number of months below and enclose proper amount (check, money order, U.S. funds, but please no coins). First-class mailing is available for an additional 25 cents per month. Also, when renewing, please list your subscription expiration date as it expedites the process.

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## Advertisements

(continued from page 23)

Street, 1st Floor, Brooklyn, NY  
11234

**LEAGUES:** The United States Hockey League has two rare openings, as we are losing a pair of veteran coaches. Replacements are needed for the 1990-91 season. We are a serious S-O-M PBM hockey league, with members including bankers and lawyers. We require a strict adherence to dates and deadlines. We are looking for mature coaches only, who can make a long-term commitment and can handle the rigors of an 80-game schedule.

If you believe you qualify, send a personal resume detailing who you are to: USHL, 995 Plum Tree Drive, Crystal Lake, IL 60014. We want to fill the positions as soon as possible, so don't delay in writing.

## Wanted

**WANTED:** 1983 Chicago White Sox; 1985 Kansas City; 1986 Boston, Houston, New York Mets. Contact: Dean Pemberton, 47 B Georgetown Road, Washington, IL 61571