

MEETING ALERT!

Remember ads like this?

BASEBALL FANS ARE CRAZY
about this true-to-life BASEBALL GAME

• PITCHING • HITTING • FIELDING
• RUNNING • MANAGING

Easy to play, real thrilling, exciting baseball with STRAT-O-MATIC. 400 big league players perform according to their actual abilities and your managerial decisions.

You, the manager, not only decide line-ups, insert pinch-hitters, pinch-runners, and relief pitchers, play your infield "in or deep," and make defensive changes at any time, but also call for the sacrifice, steal, hit-and-run, and squeeze-play. All strategy moves are possible with STRAT-O-MATIC.

You have real control over all 400 major league players — who actually hit, pitch, field, and run according to their baseball abilities.

Each player has truly individual qualities. He slumps and goes into hot streaks, performs heroics and commits errors. With STRAT-O-MATIC all qualities of a ballplayer are realistic.

If you like baseball, you'll love to play STRAT-O-MATIC

Get the entire story. Mail coupon for a colorful FREE BROCHURE containing complete information and FREE SAMPLES today! Offer limited. Don't delay. Write today while supply lasts!

MAIL COUPON NOW FOR FREE Sample Offer!

STRAT-O-MATIC GAME CO., Inc., Box 541, Great Neck, N. Y. 11020

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• STRAT-O-MATIC GAME CO., Inc., Dept. 311, Box 541, Great Neck, N.Y. 11020

• Send exciting FREE STRAT-O-MATIC Baseball Game offer and samples via 3rd class mail. (For speedy 1st class delivery, send 16c in coin or stamps.)

Name _____

Address _____

City _____ State _____ Zip _____

FANS RAVE Here are just a few of the hundreds of letters we've received from satisfied players aged 8 to 60, from coast to coast.

STRAT-O-MATIC BASEBALL is the best baseball game I ever have had. Kids swamp over the back porch to play this game! Boy, it is a lot of fun! Thank you for making such a wonderful game. —*F. C., Ardenboro, Mass.*

Just like real baseball. It is fun to play. —*G. V., Cincinnati, O.*

As close to realism as one can get and therefore far more superior to other competing baseball games. —*F. T., Manila, P.I.*

Although it's fantastically realistic, it's also very simple to play. —*A. F., Los Angeles, Calif.*

I'm one hundred percent satisfied with it. The game provides hours of fun for me and my friends. It's very realistic and true to life. —*C. H., Lanett, Ala.*

The best baseball game. It is realistic and yet not too difficult to play. —*F. M., Port Huron, Mich.*

Thank you for creating such an exciting yet realistic game and putting a shine to what might have been a boring summer. —*N. S., Los Angeles, Calif.*

Boys are waiting in line to play the game! It has given me more pleasure than any other game. —*S. E., Rossview, Ind.*

The most exciting and fun game ever. —*L. S., Boston, Mass.*

It is so stupendous, words can't explain. —*J. R., Brooklyn, N. Y.*

Best on the market. —*J. E., Miami, Fla.*

Has given me more enjoyment than I have ever had from any one thing in my entire life. It's worth its weight in gold. As I love baseball, this game gives me something enjoyable to do during the off seasons as well as during the season. —*S. C., Temple City, Calif.*

Okay, maybe you're too young. But maybe you do. Joe Runde actually defaced a favorite comic book more than fifty years ago, clipping that coupon to get the information — and finally the game. That game experience sparked an interest in baseball history and legend, statistics, and simulations that led straight to SABR membership.

The Games and Simulations Committee's meeting this Saturday (July 1, 10:30 a.m., Alvin & Carnegie Room) will feature two speakers:

- Strat-O-Matic Baseball's inventor and founder, Hal Richman
- The designer and publisher of History Maker Baseball, Keith Avallone

Both have focused on delivering a realistic baseball experience with an emphasis on the fan's enjoyment. Yet the two differ significantly in their approach to delivering that experience and pleasure.

So come and hear them! Bring your interest and your questions.

Orders of Business

Because the meeting features two speakers, we need to address two business items in advance.

First, is the newsletter: we have one article in hand from a writer in Europe and one promised. And we will provide a writeup on this year's session to boot.

We need more, however. Specifically, we need to know what you're interested in reading and in writing about:

- Articles on simulation projects?
- Analyses of different simulations and their relative accuracy?
- Interviews with game designers and researchers?
- Reminiscences of replays of World Series or Play-off Series, or All-Star Games?
- Other ideas? _____

Print it out and check the boxes. Bring it to the meeting or send your responses to ursus916@gmail.com.