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Strat-O-Matic 2.0

by Peter Olafson - posted 11/18/1997

The best of the pure-stat baseball games has just carved another notch on its bat. New features in version 2.0 take this splendid rendition of the no-longer-so-great American pastime to a new level.

Computer-operated teams have always seemed rather docile in Strat. They could build lineups and rotations, but a sense of an ongoing, living entity was missing. Now, v. 2.0 finally allows computer managers to trade and to offer proposals to human managers.

A new record book imparts a stronger sense of history; helpful comparison modes use graphical displays; and the game log breaks out a player's day-to-day performance. The textual play-by-play, already impressive, is now deeply context-sensitive.

A few of the new features do need fleshing out. Stadiums appear in black-and-white unless you buy a \$28 add-on disc, for example. But in fairness, Strat's never tried to compete with the big glossy baseball games. It's in a league of its own and leading it.

Data

Developer: [Strat-O-Matic
Game Company](#)**Publisher:** [Strat-O-Matic
Game Company](#)**Requirements:**

Windows 3.1/95

Street Price: \$ 50.00

Ratings

Overall

A-

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