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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 splendidrendition 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-