SHOOTING
Each shooter’s card reflects the 2004-2005 statistics for that player’s performance. His field goal and foul shooting percentages, his ability to shoot from the outside, penetrate, shoot inside or on the fastbreak, and his shooting frequency are all accurately duplicated on his card. Each player’s good qualities are measured as accurately as his poor ones! Allen Iversen of Philadelphia will have a below average field goal percentage, yet will still be among your leaders in scoring. Shaquille O’Neal’s field goal percentage will be among the highest in the league but it is advisable to allow him to shoot from inside as his outside shooting ability is poor. Other players like Kobe Bryant will be equally as effective shooting outside shots as well as penetrating, or driving towards the basket. The fabulous foul shooting ability of Reggie Miller is precisely reproduced in Strat-O-Matic Basketball. Fred Holberg of Minnesota will astonish you with his 3-pt. field goal accuracy. The fastbreaking shooting ability of Lebron James will amaze you and devastate your opponents. Allen Iversen’s ability to draw fouls will raise havoc with the opposition.

REBOUNDING
Ben Wallace, Kevin Garnett and Shawn Marion will dominate off the boards by grabbing more rebounds than other players. They will be among your rebound leaders, and their rebounding ability will play a significant role for their teams. Of course, Ben Wallace will be impossible to stop under the offensive boards!

PASSING
The passing talents of Jason Kidd, Steve Nash, and Stephen Marbury will be important factors in each game. You will be astounded by their ability to set up plays, and to run the fastbreak with dazzling passes that setup easy layups for teammates. Conversely, you may feel upset by an awkward center’s inability to throw an important pass or by a small forward’s mishandling of a fastbreak. In addition, individual assists and turnovers for each player are precisely computed in Strat-O-Matic.

DEFENSE
The defensive capabilities of each player are remarkably recreated in Strat-O-Matic Basketball. In the advanced version, a player’s defensive ability is measured by seven separate evaluations - defense against inside and outside shots, defense against penetration, or driving shots, defense against fastbreak shots, shot blocking ability, stealing ability and pressing ability. Thus, Bruce Bowen will be a “tiger” against an outside shooting small forward, but will be “nailed” by an aggressive big forward. The defensive center play of O’Neal, Wallace and Yao Ming will not only affect their opposing center’s offensive abilities, but also influence the action of the opposing guards and forwards. When playing against Ben Wallace whose shotblocking capabilities are extraordinary, a coach may prefer to have his guards shoot outside, rather than risk a penetration shot chancing a block, or “intimidation.” Larry Hughes of Washington will demonstrate great prowess at stealing the ball from his opponent, but his aggressive tendencies will also lead to many personal fouls. Players such as Yao Ming of Houston constantly will find themselves in foul difficulties and, consequently, will lose valuable playing time. If San Antonio “opt” for a press defense, count on Manu Ginobili to participate in a big way.

YOU ARE THE COACH
The realism of Strat-O-Matic Basketball is uncanny! Even minute details such as rest and injuries are calculated. A brittle player such as Reggie Miller must be rested for a longer length of time than a more durable player such as Kevin Garnett. YES, EVEN SWITCHES OCCUR IN STRAT-O-MATIC BASKETBALL. Imagine your six-foot guard defending your opposing team’s seven-foot center - be prepared for an inside move by the big guy. In addition, the home court advantage is a significant factor in Strat-O-Matic just as it is in the NBA. If you coach the lowly Atlanta team, beware of long road trips. Atlanta’s chances of beating Miami at the American Airlines Arena are “slimmer than slim.”

We hope that we have not overwhelmed you with the statistical precision of Strat-O-Matic Pro Basketball, for you need not be an expert to play Strat-O-Matic. We have condensed all the important players’ statistics in briefest form at the bottom of each player’s card. REGARDLESS OF THE EXTENT OF YOUR BASKETBALL KNOWLEDGE, STRAT-O-MATIC ENABLES YOU TO EVALUATE EACH PLAYER’S ABILITIES AND, THEREBY, CHOOSE A POTENTIALLY WINNING TEAM.

Strat-O-Matic Pro Basketball is essentially a challenging mental struggle between opposing coaches. The opportunity is now yours to participate in Pro Basketball in its key position - as an actual coach! It is YOU, the coach, who must be able to coordinate, maneuver, and apply all strategy moves at the appropriate time to achieve victory. Thus, in the long run it’s possible for a weaker team with good coaching to defeat a superior team with poor coaching. Time and time again, it will be YOUR coaching ability that makes the difference between victory and defeat.

You are responsible for arranging the starting lineup. You must weigh the offensive ability of one player against the defensive ability of another player. You adjust your lineup due to injuries, players in slumps, and in hot streaks, in an effort to reverse a losing streak. You arrange the substitutions designating the appropriate time to bench, or rest your starters.

Such decisions are not simple ones to make. For example, substituting a good shoot- er for a superior rebounding player can be disastrous. Key rebound situations may occur immediately, thus nullifying your improved offensive advantage. If you substitute an excellent defensive sub for a stronger offensive player, the decrease in “fire power” may bog down your attack and cause you to have to make other adjustments. At times, you must weigh the effect of a good offensive guard versus a superior defensive guard. You must always be careful to have at least one player who can generate an offensive attack for you, for without such a player, your offense will falter out. It is YOUR judgment that will determine whether a player will be benched after committing his fourth personal foul in the third quarter. YOUR decisions will be influenced by the abilities of your own players, and also by the strengths and weaknesses of your opponents.
On defense, you must decide whether to direct your attack against an opponent's defensive weaknesses, or to work with your own scoring strength. Also, you may elect to exploit a height advantage conceded to one of your players by playing him inside. It is not an easy decision as your opponent may complicate matters by doubling teaming your best offensive threat, or any other player for that matter. You may be influenced by your opponent's defensive center's capabilities. If he is a tower of strength, you may have your center shoot from the outside in an attempt to draw him outside, thereby opening up the "driving game" for the rest of your players. In Strat-O-Matic, a defensive center actually can affect all penetration shots attempted by every player, and influence the other team to shoot outside. Perhaps your most important offensive decision involves the fastbreak. Should you use the fastbreak frequently, rarely, or somewhere in between? Your decision will be based upon evaluation of many factors including the fastbreak passing ability at your playmaking guard, the quickness and fastbreak shooting ability of your shooting forward and guard, the opposition, and the score of the game.

On defense, you must anticipate your opponent's offense. Aware of your opponent's strengths and weaknesses, and his play calling frequencies of the past, you can set your defense up accordingly. You can choose to doubleteam any player. However, this strategy may backfire when a player who is left unguarded attempts a field goal. You must decide whether your center should be positioned near the basket, or moved outside to prevent an outside shot by his opposing center. If your center plays near the basket, he will help his teammates tremendously by stopping penetrating shots. However, if his opponent develops a "hot hand" from the outside, you can alter your strategy. Trailing by several points, you may decide to "go to the press," fully realizing that your players will foul more often and give up some high percentage fastbreak shots. However, this decision may result in several turnovers that may alter the outcome of the contest. As you know, Strat-O-Matic provides you with an accurate calculation of each player's individual defensive abilities. In addition, each team is also rated for its defensive capabilities which are incorporated into three types of defensive cards. You may elect "to sag" on your opponent's inside scoring threat, play the outside shooters closer, or simply play a straight, hard-nosed defense. The choice is yours in Strat-O-Matic! All such potential coaching maneuvers are available for your use in the advanced version, and several of the basic game.

Strat-O-Matic Pro Basketball's statistical accuracy as reflected on each individual player card is precise. Your coaching is the factor that can alter the accuracy of the results. It is your coaching that influences the performance of your team. If you coach Cleveland in exactly the same fashion as their coach, your Cleveland statistics will be very similar to the actual statistics established by both Cleveland players and the team. However, if you use innovations in your coaching, you will alter Cleveland's statistics, and perhaps improve upon them. Strat-O-Matic is purposely set up in this way, because realistically, a change of the actual team coach affects the performance of the players. Perhaps you will choose to coach a team differently than does its actual coach. If so, you will not only alter the statistical performances of the players, but even more importantly, you will affect the team's performance positively, or adversely. Of course, you may completely agree with the coach's techniques, and therefore, choose to handle their teams in the same manner. Your coaching ability is the major factor influencing victory or defeat between teams of equal ability. However, in pro basketball, you cannot expect to coach Charlotte to the NBA championship. Charlotte's personnel limits your coaching ability just as it does for their coach. In such cases, you must be content to play the role of a spoiler, and attempt to prevent the leading teams from winning the important games.

For example purposes, Strat-O-Matic has enclosed reproductions of two past season player cards - Julius Erving and Alex English. These cards are not included with your purchase of a 2004-2005 season basketball game.

**HOW TO PLAY STRAT-O-MATIC BASKETBALL**

**Strat-O-Matic Basketball** is actually two totally different games in one.

1. **A basic game** which is geared to be played by 10 to 15 year olds.
2. **An advanced game** to be played by adults.

**BASIC GAME**

Strat-O-Matic Basketball is played according to pro basketball rules. Each offensive player is represented by a card (see Julius Erving), and each team's defense is represented by one card (see New York defensive card). A jump ball begins play. Once team control is established, a pick from the action deck activates play. In reading the action deck, refer to home or visitors column whichever corresponds to the team in control of the ball. When a shot occurs, roll three dice, one black and two white, to determine the outcome. When the dice are rolled, the special black die is read separately from the white dice total. If the special black die yields an X or a value (blank), you refer to the offensive player card involved in the play. If the special black die's reading is D, you refer to the defensive card at the team presently playing defense. Thus, the special black die has only one purpose. To determine whether you refer to the offensive or defensive playing card involved. The white dice reading refers to the series of numbers found underneath the correct column of the play.

For example, assume visiting Philadelphia RF, Julius Erving, has control of the ball. If the sample action deck card were selected, refer to the visitors' team portion of the
The advanced action deck is an expanded edition of the basic action deck. Additional features such as fastbreak, press, and switching are included in the advanced action deck. In addition, team defense is represented by three defense cards. To illustrate, let us assume that an advanced action card is selected with the following reading, "any shot." Let us further assume that Alex English of Denver is controlling the ball, and that Denver is playing a normal offense against Detroit. However, Detroit has elected from its three defensive cards (lose, normal and sag) to play a sag defense. This defense reduces inside shooting accuracy, but increases outside shooting accuracy. English's coach decides upon an outside shot to take advantage of the sag defense. The dice are rolled, revealing a blank black die reading and a white dice total of 7. As the black die is blank, refer to English's outside shooting column (10) to number 7. The shot is good (X). It is a D-4 were rolled, refer to the Detroit defensive card underneath the outside shooting column to number 4. The shot is good. Assuming the same dice roll (D-4), had English shot an inside shot, the shot would not be good (see 1 or inside and rebound column number-4).

Our advanced basketball game allows you, the coach, tremendous control through the use of many offensive and defensive devices and accurately captures both the strengths and weaknesses of all NBA players. Yet, it is easy to understand and simple to play. Unencumbered by numerous referral charts, Strat-O-Matic Basketball "flows naturally." As in the basic game, a period is concluded with the playing of all 60 action deck cards. Utilization of the deck as a clock eliminates the tedious procedure of recording time separately. An advanced game can be completed in 70 minutes, and can be played in a solitary fashion, or by two or more persons.

When purchasing Strat-O-Matic, you actually receive player cards and all game parts for both basic and advanced versions. In essence, you are purchasing two games for the price of one. Perhaps you will prefer playing our basic game to our advanced game or vice-versa. In either instance, you will be thrilled and amazed by the rapid play and realism that each game has to offer.

Each year a new set of player cards, based on the most current averages is made available at a nominal cost. Individual orders for less than 30 teams can also be obtained. Once you have purchased a game set, you need only purchase new player card sets which become available approximately September of each year. The advanced side of each player card is printed in two colors on perforated stock. As in the past, the basic side of each player card is printed in one color.

Strat-O-Matic Pro Basketball is colorfully and simply set up. It is equipped with individual player cards and all other essentials necessary for both the basic and advanced games. The cover is extremely attractive, and the game box (measuring 9 7/8" x 19 1/2") is very sturdy. You will be as pleased with the appearance of Strat-O-Matic Pro Basketball as you will be with its contents!
**HOW TO PURCHASE**

To receive your set of Strat-O-Matic Pro Basketball, simply fill out the coupon found below and enclose a credit card number, check, money order, or cash. We pay the postage for all prepaid orders. If requested, we ship Strat-O-Matic Pro Basketball to you on a COD basis, providing the address in question is in The United States, and is not an APO, FPO, Canadian or other foreign address. However, the game’s price increases from $12.00 to $15.00 more per order due to two postal fees and postage. We strongly urge you to enclose payment with your coupon in order to avoid these additional COD costs. Our money back guarantee provides you with full protection.

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**STRAT-O-MATIC PRO BASKETBALL GAME PRICE LIST**

Strat-O-Matic Game Co. presents two basketball game sets containing game parts for both the basic and advanced games. Each set is the same, with one exception: The number of teams contained in each set. Both sets offer you the finest in basketball realism and entertainment.

**DELUXE SET**
Includes all 30 NBA teams. A wonderful gift for the avid basketball fan. You play the entire schedule for all NBA teams, the All-Star game and the playoffs. Each team contains 10 players computed for both basic and advanced game play. A total of 300 players are included in this set. Instructions and all game parts necessary for both the basic and advanced games are included.

**PRICE**: $39.25 (price includes handling)

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**SELECTOR SET**
You select any number of your favorite teams from the 30 available NBA teams, and establish your own league with your favorite basketball teams! **PRICE** $22.00 (price includes handling) for the first 5 teams, and $1.05 for each additional team added. For example, an order for 7 teams cost $24.10 ($22.00 for the first 5 teams and $1.05 each for the sixth and seventh teams). Each team contains 10 players computed for both basic and advanced game play. Instructions and all game parts necessary for both the basic and advanced games are included.

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**ADDITIONAL PLAYERS PURCHASE**
We are releasing for our most avid basketball fans 72 additional NBA players from the 2004-2005 season. This will enable you to add on two players or more per team. It must be noted that several of the additional player cards are based on insufficient 2004-2005 statistical data. The 72 additional players may be purchased as a separate unit only for the special price of $5.50. Individual players will not be sold from this unit. Also as no game parts are included, it is strongly advisable to purchase the additional players as an addition to one of the two game sets.

**PRICE** - $5.50 (Please add $4.50 if a game set is not purchased)

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**MONEY BACK GUARANTEE OF SATISFACTION**

Please send items checked below. I enclose check, money order, cash, or credit card number.

- Deluxe Set, Postpaid at $39.25
- Selectors Set (teams circled to the right), Postpaid at $22.00 for the first 5 teams and $1.05 for each additional team added.
- 72 additional players at $9.50 each (not if no game is purchased)

**GRAIN TOTAL**

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Please send items checked below, I enclose check, money order, cash, or credit card number.

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- 72 additional players at $9.50 each (not if no game is purchased)

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**ADDITONAL PLAYERS PURCHASE**

- If not 100% thrilled, you guarantee my money refunded on return of game within 30 days from receipt.
- New York State and City residents, add sales tax to the cost of your purchase.
- Canadian and foreign orders add 15% to total purchases.
- Special packaging costs added below.
- US Post Office Priority shipping - $4.50
- UPS 2nd Day Air delivery (delivery two working days from date of shipment) - $11.00
- Air Mail - Canada ONLY - $3.00
- Expiration date ____________

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