

Another vote for computerized S-O-M

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The article in the October, 1984 Review by J.C. Beausoleil about his computerized version of Strat-O-Matic Baseball prompted me to write and detail my experiences with computer S-O-M games.

I was first exposed to S-O-M during the summer of 1971 when I bought the 1970 baseball game and I've been a fanatic ever since. I now have all the games, except for the new "Sports Know How" trivia game, and enjoy them all.

I've always been a "numbers freak" and so naturally I tried to keep statistics for all my games. I gave it up for two reasons - I kept losing the stats and the time taken to compile them could be better spent playing.

This all changed in 1979, though, when I bought a TRS-80 Model I computer.

PROGRAM CREATED FOR COLLEGE FOOTBALL

The first thing I wanted to do with this computer was to write programs for all the S-O-M games. I haven't got them all written yet, but I'm working on it.

The first program I wrote was for the old basketball game, using the basic version. This game worked out pretty good and quickly became the most used program on my computer.

The program runs on a 16K Model I TRS-80, stores player information on cassette tapes, and is written in the BASIC language. It keeps complete statistics on all players and speeds up playing time from about one hour (manual playing, no statistics) to about half an hour.

After the success with this program, I began writing a program for the advanced game with one added feature: instead of playing face-to-face or solitaire, the program was to also give the option of it playing one, or both, of the teams. While I was writing this new program, S-O-M came out with its new basketball game, so I trashed the old and decided to wait for the new game. But, I still haven't gotten around to writing this yet.