

Play APBA MAJOR LEAGUE BASEBALL and Manage All the Major League Teams

Baseball Fan:

Your sample APBA player cards are enclosed. These are just two of the 480 players' cards contained in the 1975 edition of the APBA Major League Baseball Game — the game that brings today's major league players into your own home! You manage them and direct them on both offense and defense in every phase of real-life professional baseball!

UNBELIEVABLE REALISM

It sounds impossible but it's true! Every player's performance will be nearly identical to his real-life records — in every detail! Each team is comprised of the twenty players most representative of the ball club's overall season's performance, and each player's card is based on the official, complete season's records, not on generalized averages. The amazing similarity of all the players' (not just the stars') performances to their real-life records will leave you in delighted disbelief. The variety of factors and the complexity of detail that go into the making of each APBA card gives every player an almost living, breathing personality of his own. No two ballplayers are precisely the same, and neither are any two APBA cards.

BATTING, SLUGGING, BASE RUNNING, PITCHING AND FIELDING

Just imagine the thrill you'll get when you see Ralph Garr and Rod Carew consistently hammering National and American League pitching respectively, and romping to league batting titles in the process. Hitters like Garr and Carew are tremendous offensive assets in APBA just as in real life, although neither will hit with much power.

And you'll be utterly fascinated to see the home run races in both leagues unfolding with the same realism in your own two major circuits. Mike Schmidt will probably withstand pressure from Jimmy Wynn and Johnny Bench in the N.L., while Dick Allen will prevail over Reggie Jackson in the A.L.

Each batter will reproduce not only his real-life batting average and home run hitting, but also his two-base hits, triples, number of times walked and struck out, times hit by pitcher, frequency of hitting into double plays, outfield fly outs as opposed to infield outs — all the abilities and shortcomings you, as a fan, know about the major league players, plus some you don't know but will learn through this intimate association with them. All of these playing traits are consistent characteristics which you, as an APBA manager, can rely upon to hold true when you arrange the sequence of your batting order, the selection of your pitchers and pinch-hitters and pinch-runners and your offensive and defensive strategy.

The base running of the APBA players is every bit as realistic as their batting. Lou Brock will of course run away with the N.L. stolen base crown, and his record-setting card (118 steals) in this year's edition is sure to become a collector's item. Bill North can be expected to pace the A.L. The running speed of your base runners going from first to third on a single or from first to home on a double or trying to advance after a caught fly ball will be every bit as realistic as your base stealing. For example, even though Pete Rose will not be among your leading base stealers, his good running speed will enable him to "take that extra sack" whenever the opportunity presents itself, and accordingly, the slow runners will be less likely to take the extra base. In addition to the speed of foot factor, the caliber of the individual outfielder against whom he is running will be a factor determining whether or not he makes the extra base, for APBA is fully as realistic defensively.

The fielding talents of your APBA major leaguers will be just as important to you as they are to their real-life managers. You will find the better fielding teams making more double plays, committing fewer errors, throwing out more runners trying to advance and yielding fewer scratch hits than the weaker fielding teams. You will have just as much reason as Sparky Anderson or Gene Mauch to take out a good hitting but poor fielding infielder in the late innings of a game you are winning and replace him with a better defensive man. A good defensive combination at second and short will be as valuable to you as an APBA manager as it is to Earl Weaver of the Orioles, for example.

APBA pitching is no less realistic than the other phases of the game and your APBA hurlers will play the same day-to-day role in determining your team strength as they do for their major league managers. You may be sure that Ferguson Jenkins, Don Gullett and Ken Holtzman will be among your leaders and you will find the same variety of the true-to-life characteristics in APBA pitchers as you do in the batters, fielders and base runners. You can expect Jim Kaat, for example, to exhibit his usual pin-point control and Nolan Ryan to set down batter-after-batter via the strikeout route. The wild pitchers who walk too many batters in real-life will give you the same problems, too!

PLAYER FOR PLAYER, THE SAME AS REAL LIFE

To the rabid baseball fan, all this sounds too good to be true. But it is true! You can actually manage these fascinating replicas of the big league players! And you can expect today's top teams in both leagues to be the top teams in your APBA American and National Leagues, and for the same reason — because they have the better players. But you must manage these players, and even though your managing cannot make the California Angels a contending team any more than Dick Williams' could, it is still a great thrill to try.

With clubs like the Pittsburgh Pirates and St. Louis Cardinals, separated by only one and one-half games at the end of the season, your own managing skill will be a most important factor in determining which finishes ahead of the other.

ONE OR MORE CAN PLAY

The APBA game can best be played by two persons, each managing a team, but many fans play off entire schedules by themselves, calling the plays for both teams. Large numbers of these fans delight in keeping detailed statistics. Letters we receive from them attest to the accuracy of APBA when compared to the real-life averages. There are many APBA neighborhood leagues throughout the country. Some of them have a permanent manager for each of the 24 teams. Smaller groups assign more than one team to a league member. Other baseball fans use the game just for occasional, pleasant leisure-hours' enjoyment, but however it may be played, it is a pleasure that never wears out for the dyed-in-the-wool baseball fan.

APBA MAKES YOU A BIG LEAGUE OWNER, MANAGER AND COACH

APBA provides you with major league players who perform in every phase and detail of baseball just as they do in real-life, but with all their living, breathing realism they must be knowledgeably managed by you in your own home just as they must be properly directed on the fields of Dodger Stadium, Wrigley Field, Fenway Park, Shea Stadium and all the other major league diamonds.

YOU MAKE THE BATTING ORDERS AND PINCH SUBSTITUTIONS

It is you who must arrange the batting orders and select the pitchers for each game. You are the one to decide when to platoon players at certain positions. You must decide when the time is right for calling in a relief pitcher from the bull pen, and when you do, it will have to be your knowledge of the pitcher's effectiveness and control which determines the one you choose. The selection of your pinch hitters and pinch baserunners, too, must be determined with regard to the player you think is best at the time you think is best. You have to decide whether to play the good fielder or the good hitter in some of your doubtful positions, and also at what stage of the game it is advisable to remove your weak-fielding hitters and insert your best defensive men into the lineup. Just like a major league manager, you must budget your entire roster, making sure you do not use up all your bench strength before the ninth inning and get caught in a pinch without a player to help you. You'll have to do this with a twenty-player roster (or twenty-four, with the additional player set) — a challenge to test the best baseball brains! Sometimes injuries will beset you and you'll have to field a makeshift team for several games, and APBA's exclusive new injury table will insure that players susceptible to real-life injuries will be injury-prone in APBA as well. What could be closer to actual major league managing?

YOU WILL LEARN THE CHARACTERISTICS OF THE PLAYERS

You decide when to intentionally walk a batter and you make your decision by considering exactly the same factors that a big league manager does — is first base open? Does the following batter often hit into double plays? What is the score? How many are out? Is this a strong or weak hitter?

The more you know about the players, the better you can manage them and you will be thrilled and delighted, after playing the APBA game for awhile, to find that you are actually learning the various strengths and weaknesses of the big league players, just like a scout sitting in the stands observing and studying their playing techniques.

YOU SET THE POSITION OF YOUR INFIELD

With third base occupied the decision must be made whether to play the infield in tight to cut down the runner at the plate or keep the infield deep to better insure getting the out at first base. In APBA, just as in real-life baseball, the defense is weakened with the infield drawn in, but if the runner on third represents the tying or winning run, you may have no choice but to play it in. If there is one out with a runner on third, you may decide to walk the batter and then play your infield deep for the double play. But it is your decision to make and the types of hitters and base runners involved must be a factor in reaching your decision. In any case, you are the manager!

YOU CALL THE SACRIFICE, SQUEEZE AND HIT-AND-RUN PLAYS

When your team is at bat you, the manager, direct the offensive strategy of your ball club just as if you were sitting in the field dugout. You will decide when to flash the hit-and-run sign, call for a sacrifice bunt, or a squeeze play. And just like a major league manager, you will consider not only the inning, the score and the number of outs, but also the ability of your batter and the running speed of your base runners.

YOU COACH THE BASE RUNNERS

Indeed, the running speed of your base runners is a factor you must always consider when you have runners on base, for APBA lets you serve also as the base coach, deciding when to send the runner on for the extra base following a hit and when to let him advance after a caught fly ball. In making your decision you will consider the speed of the runner, the kind of outfielder he may be running against, the score, number of outs, the stage of the game — all the very factors a big league coach considers when he waves a runner on or gives him the "stop sign".

APBA major league players are as realistic a reproduction of the major league players as can be made, but like the major league players, they must be managed and coached in order to get the most out of them. Here's your chance to give the job of managing a big league club a real whirl!

APBA FEATURES REALISTIC STATISTICS

Although the APBA Major League Baseball Game features managerial decisions and allows you to simulate real-life professional managing and base-coaching, there is a purposeful limitation of the number and kinds of decisions the manager can make. This is done in order to keep the individual player statistics at the real-life figure.

For example, APBA does not allow the manager to call for a stolen base. However, each player will, if used approximately the same number of games as in the actual corresponding season, steal amazingly close to the same number of bases. If the manager were allowed to call for the steal whenever he wished, certain high-percentage base stealers, such as Dave Concepcion might steal a completely disproportionate number of bases, and for those who might not call for the steal often enough, the leading base stealers would not produce their normal season's output. By controlling these statistics within the game itself, the players and the complete teams, as well, will give the APBA owner the kind of final statistics that make him feel he is truly managing the big league players!

For this same reason such features as pitchers' pick-off plays, bunting with the bases empty, and outfielders' throws to bases are controlled percentage-wise within the game itself rather than being optional decisions for the APBA manager, who hardly would be likely to use them for every player with the same frequency as they have been used in real-life. Such decisions, of course, are not managerial anyway. They are players' split-second, on-field decisions.

Because we do stress realistic results we also recommend that the APBA manager not over-use the squeeze play and the hit-and-run play, even though he is free to call them any time he wishes.

APBA does provide for all the important managing decisions. An APBA manager faces the same day-to-day problems that Alvin Dark and Billy Martin face (except the possibility of being fired). APBA gives you managerial realism and more — a truly living reproduction of the performances of the major league ball players — their batting, slugging, fielding, pitching, and base running, and all of these in complete detail!



TWENTY YEARS IN THE MAKING

The APBA Major League Baseball Game is not a run-of-the-mill department store table game. The result of twenty years' experimentation and baseball research, it is in a class by itself. It was not devised simply to imitate or compete with other games. APBA is the original baseball game offering a full complement of annual major league rosters. Since APBA's appearance in 1951, some half dozen baseball games have come into being, claiming to be better than APBA. They advertise us, unwittingly, by establishing APBA Baseball as the only one of the group they need to surpass. All other games compete with APBA, not with each other!

The consistency with which APBA players perform in accordance with their real-life records is not based upon mere chance. Thousands of games have been played in the process of perfecting the playing boards and the intricate method of computing the players' cards, resulting in a perfectly accurate conformation of the boards with the cards in an endless variety of relationships. The original master copy of the game is even more detailed than the one we market, but we keep the game essentially simple so that it plays rapidly, and the knowledgeable fan can add options that he personally prefers.

Separate and completely distinct computations produce each of the 480 player cards, as well as the 96 available extras. The card-making formula is quite complicated and serves to produce a combination of play results not readily apparent to even the most fanatical of APBA devotees. As in real-life, no two players are exactly alike in APBA, and the overall similarity of each player's performance to that of his real-life counterpart will be of constant amazement to you.

PLAY A FULL SEASON'S SCHEDULE

It takes 20 to 30 minutes to play a single game, and after you learn the boards and develop a playing routine, it will never take you as long as a half-hour for any kind of nine inning game. However you play APBA Baseball, with a league group or by yourself, it does not take so long to play that you cannot complete a full season's schedule during the baseball season.

FANS OF ALL AGES EVERYWHERE PLAY APBA

The APBA Major League Baseball Game is played throughout the United States and in foreign lands by fans of all ages and occupations.

Though essentially an adult game, APBA Baseball is played by some youths as early as the age of eight. As long as one is a baseball fan and has a basic knowledge of the game of baseball he will be able to play the APBA game.

Any child of normal intelligence can play the game. We do not recommend it for anyone who is not a baseball fan, but if you like baseball and follow the Major Leagues, the APBA game is for you. Baseball fans, young and old, are playing this scientific game with the same enthusiasm with which they watch a real baseball game.

We have received unsolicited letters telling us of certain Major League managers and players who play and recommend the APBA Major League Baseball Game to their friends. In fact, we have sold some games as a result of the unsolicited recommendation of well-known Major League managers. These experienced professional baseball men appreciate as much as anyone the scientific realism of APBA.

LIKE A DREAM COME TRUE

Start your own APBA league. You'll never tire of it, if you never tire of baseball itself.

Play an entire season's schedule, re-play the All-Star game and both Championship Playoff series, pit the A's against the Dodgers in the World Series again and see what the results will be with you directing the teams.

Regardless of how you play it, you will be endlessly delighted with the APBA Major League Baseball Game. It is the dream of every baseball fan — an opportunity to manage a Major League team himself.

HOW THE APBA MAJOR LEAGUE BASEBALL GAME IS PLAYED

Each play in APBA Baseball is activated through a dice roll. There is an important modification in the use of the dice, however, and this is exclusive with APBA. The APBA dice numbers are not added together, as in conventional dice shooting, but combined instead.

First of all, APBA dice are two sizes and colors — a large red one and a small white one. When the dice are tossed, the large red die number is read as a single first digit and the small white one as a second digit. For example, if a five comes up on the large red die and a two is showing on the small white one, this is not a seven, as in ordinary dice, but a fifty-two, the large red number being read first. If the two were on the larger die and the five on the smaller one, the number would be twenty-five.

Thus, every dice roll is a two-digit number and instead of only eleven possible different numbers, as in conventional dice, there are thirty-six different numbers possible with the APBA dice. These are the black numbers on the players' cards, beginning with eleven and ending with sixty-six, as you can see on the enclosed sample card as well as on the photo shown here with three of the player cards from one of APBA's all-time great baseball teams. These Great Teams of the Past are not included with the game, but can be purchased separately for use with the regular game boards. Unlike conventional dice, which give some numbers a greater percentage of chance than others, there is a precisely equal chance for each one of these thirty-six dice numbers on every roll.

The red numbers following each black number are the key to the players' abilities. To illustrate, let us take a specific play as shown on the photo at the right. Suppose Babe Ruth is leading off an inning. The bases are empty, of course, and your dice roll comes out as forty-four. Now look at the black dice number forty-four on Ruth's card. There you find the red number six. The number six is the play number for Ruth on this particular time at bat.

You next simply look for the number six on the "Bases Empty" section of the playing boards and there you will find the complete written result of the play. In this example we find it reads, "DOUBLE to right center."

So now Ruth is on second base and you go to the next batter, Lou Gehrig. Of course for Gehrig you will use the "Runner on Second" section of the playing boards. When you choose to sacrifice or hit-and-run or use the squeeze play, then you refer to the applicable base situation in

Complex block containing dice images, player cards for Ruth, Gehrig, and Cobb, and a table of bases empty.

the Sacrifice Booklet, instead of the regular playing boards.

Note that on Ty Cobb's card, there are two columns of red numbers following each black dice number. Only a portion of the cards have two columns, depending upon the player's extra-base hit pattern. You always use the first column of red figures on these cards and when a zero (0) comes up (see black number sixty-six on Cobb's card), you roll the dice a second time and refer to the second column of red figures after the black dice number. This will be the final result of the play.

Depending upon the opposing pitcher and fielders, many plays under given board numbers will vary. The variations depend upon the degree of strength of the pitching and fielding you are batting against and also the defensive decisions the opposing manager may make.

All the plays are clearly spelled out in detail

APBA PLAYERS ALL BUT BREATHE

Making up your own teams or leagues or trading a player from one team to another will not detract from the realism of the players' performances. When managing any APBA team you can depend upon each player's offensive and defensive abilities to the same degree that his real-life manager can, regardless of which team he may be playing with. The batters will not make as many base hits against the better pitchers, such as Tom Seaver, Andy Messersmith or Bert Blyleven, but they will hit the less effective pitchers much more frequently and thus maintain their real-life batting averages. This, of course, is exactly what happens in real-life. No batter hits every pitcher for the same average. He does poorly against some and fattens up on others.

If you were to make up an APBA All-Star league in which the pitching staffs of all the teams were composed only of the top grade pitchers, the batters would not hit for their real-life averages, but in such an all-star league they would not do it in real-life either! If Carew, for example, batted against Don Sutton, Catfish Hunter and Wilbur Wood every day, he would not hit anywhere near the .364 he averaged in 1974.

When you re-play a full league schedule for the purpose of comparing your APBA records with the corresponding season's actual major league records, you must see that each player is used approximately the same amount as he was by his real-life manager in that particular season. For example, Greg Luzinski played only 85 games in real-life, you cannot expect his records to be similar if you play him in 162 games. Likewise, if a pitcher was used only in twenty starting roles by his major league manager, his APBA manager should use him only in that many. You can purchase a 1975 Baseball Guide, containing the 1974 season records, from The Sporting News, 1212 N. Lindbergh Blvd., St. Louis, Mo. 63166. This will give you the number of games played by each player.

However, if you play the APBA game just for the fun of managing the major league players and with no interest in comparing statistics, such suggestions need not be heeded. The players will still perform in any given game with the same abilities they displayed in actual big league competition.

APBA players are a truly accurate reflection of their major league counterparts, no matter how you may use them.

scientifically selected by APBA's exclusive formula to minutely reflect the complete performance record of each individual player. A single red number on a player's card, though appearing to reflect only one hitting characteristic, may actually reflect three or four different characteristics, under related board situations.

The important factor about the APBA dice is that the percentage of chance is the same on each roll. It does not vary as it will when cards or numbers are drawn from a restricted total, thus altering the percentage of possibility for drawing that same number again, nor will it consistently favor certain numbers as happens with dial and spinner devices that are affected by the slightest friction from bends or off-center or unlevel conditions. It is this dice consistency that allows the APBA card formula to provide an incredibly accurate reproduction of each major league player's annual performance.

Of course, as in real life, there must be a sufficient usage of a player in order to establish his normal performance level. The best hitters can go hitless a few games at a time, the best pitchers occasionally get knocked out of the box and the best fielders make errors, and conversely the mediocre players will turn in outstanding performances from time to time, but with a sufficient number of games' usage you can depend upon every APBA player to turn in a season's performance unbelievably parallel to every aspect of his real-life record!

Based on the unerring law of mathematics, the various plays occur with the same frequency as in real-life. For example, you won't get a triple play very often in APBA. Some teams may go an entire season without one, yet another may have two or three during a season's schedule.

There is the same fast action and suspense in APBA as in true-to-life professional baseball. On each dice roll hangs the same tension and excitement that accompanies each pitch in a big league ball park. You will await the dice toss with the same anxiety that attends the pitcher's delivery in a real-life game. And just as with the crack of the bat on the ball field, the dice deliver the play result in one split second. APBA is so similar to real-life diamond action that it is fun even to watch others playing it!

Every conceivable big league play takes place in APBA baseball. Even player injuries, ejections of players for disputing umpires' decisions, games called because of rain—every conceivable occurrence you see on the major league diamonds will take place for you with the APBA Major League Baseball Game.

WE PAY THE MAILING

The price of the APBA Major League Baseball Game is \$13.50. In Canada and other western hemisphere countries the price is \$14.00, and the price for residents of countries outside the western hemisphere is \$14.50. To all Pennsylvania residents the price, with 6% sales tax, is \$14.31. We pay the postage. Because of the fees involved in processing foreign checks, we must ask that all FOREIGN purchasers remit money orders in U.S. dollars.

C.O.D. ORDERS ARE NOT ACCEPTED. Purchasers from foreign countries should know that any additional cost in the form of import duty is imposed by their own governments, not by APBA.

96 ADDITIONAL CARDS AVAILABLE

For fans who want more than the basic twenty players per team, APBA offers four additional player cards for each team — a total of 96. This set is comprised of players who did not play enough to be included in the regular 480-player 1974 card set included in the game, but did post sufficient statistics in 1974 on which to base an accurate, individually-computed card. These additional cards are not necessary for you to play the game, but they will provide you with added flexibility in the management of your team. If you wish to purchase this set, add \$2.00 (\$2.12 in Penna., \$2.25 to all foreign purchasers) to the game price on the coupon below and specify set XB74.

GREAT TEAMS OF THE PAST

There are also thirty-one Great Teams of the Past available for use with the APBA game. This list of great teams, representing some of the outstanding clubs of baseball history, is included with each game, but if you would like to have this list before purchasing the game, send ten cents in coin or stamps and ask for Form 75. This list also gives the prices of all the separate component parts of the APBA game. Also available for interested fans are the complete card sets based on the 1971 and 1972 baseball seasons. The price of each is \$8.50 (\$9.01 in Penna. and \$9.25 and \$9.50 foreign).

NEW PLAYER CARDS EVERY YEAR

An entirely new set of re-computed players' cards is made each year, always based on the records of the latest complete season's play. THE NEW SETS ARE READY ABOUT MARCH 1ST EACH YEAR. There are no mid-season guesswork cards made for new players whose records, in September, may look remarkably different from the way they did in June. If you keep us advised of any change in your address, you will receive a notice at the beginning of every year letting you know when the new cards are available. IF YOUR GAME IS PURCHASED IN SOMEONE ELSE'S NAME, PLEASE LET US KNOW YOUR NAME AND ADDRESS, AS WELL AS THAT OF THE PERSON WHO PURCHASED IT FOR YOU.

PRONOUNCE IT "APP-BAH"

HOW TO ORDER THE APBA MAJOR LEAGUE BASEBALL GAME

The APBA Major League Baseball Game is not a mechanical toy. It is of durable card stock construction and is comprised of four, large, elaborate playing boards, printed both sides on 14-ply board, a ten-page sacrifice and hit-and-run booklet, a three-color baseball diamond with bases and outs markers, 480 different players' cards in twenty-four individual team containers bearing the team names, two sets of dice and two shakers, a roster sheet and complete instructions for playing. This current, 1975, set is based upon the 1974 season records, and the rosters are drawn for the most part from those players used most representatively after June 15, 1974.

The game is packed in a box 17" x 15" x 1 1/2" and is mailed to you by parcel post — five-pound rate.

WE PAY THE POSTAGE

The price is \$13.50 postpaid. In Canada and other foreign countries of the Western Hemisphere, the price is \$14.00 postpaid (U.S. dollars). The price elsewhere, outside this hemisphere, is \$14.50 (U.S. dollars). All Pennsylvania purchasers must add 6% sales tax, making the price in Pennsylvania \$14.31 postpaid. The optional 96 additional player cards described above (set XB74) are priced at \$2.00 (\$2.25 foreign, \$2.12 in Penna.).

Those who want the game mailed special delivery (IN THE UNITED STATES ONLY) must add 90 cents to the purchase price. Those desiring airmail delivery can obtain the air parcel post charges from their local post office by asking for the airmail rate on a five-pound package to Lancaster, Penna. This amount must then be added to the purchase price.

Post Office regulations do not permit a package of this size to be airmailed to all APO addresses overseas. To those APO and FPO addresses where it is permitted, the airmail rate is \$4.08. But inquire at your P.O. before including the extra amount. The rate for Parcel Air Lift to APO and FPO addresses is \$1.00.

We do not accept C.O.D. orders. C.O.D. shipments entail separate handling and time-consuming processing on each package at the local post office; also the C.O.D. fee makes it more expensive for you.

WE DO NOT SELL THE APBA GAME ON APPROVAL AND DO NOT MAKE REFUNDS OR EXCHANGES OR ALLOW CANCELLATIONS ONCE YOUR ORDER HAS BEEN PROCESSED. ALL SALES ARE FINAL, BUT WE DO GUARANTEE THE GAME TO BE EXACTLY AS ADVERTISED AND IN NO WAY MISREPRESENTED IN THIS BROCHURE. Copyright 1975

ORDER COUPON

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- ☐ Enclosed is \$13.50 (\$14.00 or \$14.50 foreign mail, \$14.31 to Penna. residents) for my APBA Major League Baseball Game. (No C.O.D.'s, please)
- ☐ Also enclosed is \$2.00 (\$2.25 foreign, \$2.12 in Penna.) for set XB74, the 96 extra player cards.

Send Postpaid To:

Name. First Name Middle Name Last Name

Address

City. State Zip

Orders are filled in the sequence received and depending upon the volume of orders, which during certain months of the year is quite heavy, and the distance the package must travel, you should receive your game in eight to twenty days from the date we receive your order. Parcel post mail is not given preferred handling by the post office and it is sometimes delayed in transit.