

Play APBA PROFESSIONAL BASEBALL and Manage All the Big League Teams

APBA MAKES YOU A BIG LEAGUE OWNER, MANAGER AND COACH

Baseball Fan:

Your sample APBA card is enclosed. It is just one of the 520 players' cards contained in the 1989 edition of the APBA Professional Baseball Game — the game that brings real contemporary players into your own home! Just like any big league manager, you direct them on both offense and defense in every phase of actual baseball.

UNBELIEVABLE REALISM

It sounds impossible, but it's true: every player's performance will be nearly identical to his real-life record — in virtually every respect.

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, final season's records, not on generalized averages. The amazing similarity of all the players' (not just the stars') performances to their real 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 give 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

Imagine the day-to-day drama of watching Wade Boggs battle Kirby Puckett for the league batting title. And observe the remarkable consistency of Tony Gwynn as he targets on the other circuit's crown.

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. Jose Canseco should outdistance Fred McGriff in the Junior Circuit, while Darryl Strawberry will pace the Senior Circuit.

Each batter will reproduce not only his real-life batting average and home run hitting, but also his doubles, triples, walks, strikeouts and even more obscure statistics like hit by pitches and double play ground balls — all the strengths and weaknesses you, as a fan, know about the big 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 when you arrange the sequence of your batting order, select your pitchers, pinch-hitters and pinch-runners, and plan your offensive and defensive strategy.

The base running of the APBA players is every bit as realistic as their batting. Vince Coleman, Rickey Henderson and Gerald Young will drive pitchers crazy. 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 Barry Bonds will not be among your leading base stealers, his good running instincts will enable him to take an extra base whenever the opportunity presents itself, and accordingly, the slow runners will be less likely to move up. In addition to 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 realistic defensively.

The fielding talents of your APBA ballplayers 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 a real big league manager to take out a good hitting but poor fielding outfielder 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 Detroit, 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 Roger Clemens, Frank Viola and Orel Hershiser will be among your leaders and you find the same variety of true-to-life characteristics in APBA pitchers as you do in the batters, fielders and base runners. You can expect Rick Reuschel, for example, to exhibit his usual pin-point control, and Mark Langston 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 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 Baltimore a contending team, it is still a great thrill to try.

With evenly-matched clubs, like Detroit and Boston, for example, your own managing skill will be a most important factor in determining which one comes out on top.

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, handling 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. Copies of a few of those letters are enclosed.

There are many APBA neighborhood leagues throughout the country. Some of them have a permanent manager for each of the 26 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. No matter how it may be played, it is a pleasure that never wears out for the hard-core baseball fan.



TWENTY YEARS IN THE MAKING

The APBA Professional Baseball Game is not a routine, predictable 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 big league rosters. Since APBA's appearance in 1951, a dozen or so 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 attempt to compete with APBA, the acknowledged standard.

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 master copy of the game is even more detailed than this one is, but we keep this game simple so that it plays rapidly and easily.

Separate and completely distinct computations produce each of the 520 player cards, as well as the 156 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.

APBA provides you with genuine pro 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 in Dodger Stadium, Wrigley Field, Fenway Park, Shea Stadium and all the other major league diamonds by their actual managers.

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 bullpen, 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-runners, 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 big 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-six, 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 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 big 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 a while, 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 a key run, you may have no choice but to play it in. In certain situations, you may decide to walk the batter intentionally 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 factors 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 real-life 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 players are as realistic a reproduction of the real-life players as can be made, but like the actual pros, they must be managed and coached well in order to get the most out of them. Here's your chance to give the job of managing a big league club your best shot!

APBA FEATURES REALISTIC STATISTICS

Although the APBA Professional Baseball Game features managerial decisions and allows you to simulate real-life professional managing and base-coaching, there is an intentional limitation on the number of kinds of decisions the manager can make. This is done in order to keep the individual player statistics near the actual figures.

For example, this game does not allow the manager to call for a stolen base. However, each player will, if used in 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 Joe Carter, 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. Realism and simplicity are the key factors in the APBA Professional Baseball Game.

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 every big league manager faces (except the possibility of being fired). APBA gives you managerial realism and more — a truly living reproduction of the performances of the big league ball players — their batting, slugging, fielding, pitching and base running, and all of these in complete detail!

FANS OF ALL AGES EVERYWHERE PLAY APBA

The APBA Professional Baseball Game is played throughout the United States and in nearly every foreign country by fans of widely varying 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 big 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.

Several current big league ballplayers play the APBA Professional Baseball Game. And we have sold some games as a result of the unsolicited recommendation of some former big league managers. These experienced professional baseball men appreciate as much as anyone the time-tested realism of APBA.

LIKE A DREAM COME TRUE

Start your own APBA league. You'll never tire of it, perhaps not even if you tire of baseball itself.

Play an entire season's schedule, re-play the All-Star game and both playoffs, pit Los Angeles against Oakland in the Series again and see what the results will be with you directing the teams.

Regardless of how you play it, you will be endlessly thrilled with the APBA Professional Baseball Game. It is the dream of every baseball fan — an opportunity to manage a big league team yourself.

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 get as many base hits against the better pitchers such as Teddy Higuera, Mark Gubicza and Dwight Gooden, but they will hit 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. Some hurlers handle him effectively but he 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 as all-star league they would not do it in real-life either! If Andre Dawson, for example, batted against Danny Jackson, Dave Stieb and Greg Swindell every day, he likely would not hit anywhere near the .303 he averaged in 1988.

When you re-play a schedule for the purpose of comparing your APBA records with the corresponding season's actual big 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, if Tim Lincecum played in only 109 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 15 starting roles by his major league manager, his APBA manager should use him only in that many. You can purchase a 1989 Baseball Guide, containing the 1988 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 intention of comparing statistics, such suggestions are unimportant. The players will still perform in any given game with the same abilities they have displayed in actual big league competition.

APBA players are a truly accurate reflection of their real-life counterparts, no matter how you may use them.

WE PAY THE MAILING

The price of the APBA Professional Baseball Game is \$32.95. In Canada and all other foreign countries the price is \$36.25. To all Pennsylvania residents the price, with 6% sales tax, is \$34.93. 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.

These prices are subject to change effective January 1, 1990.

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.

156 ADDITIONAL CARDS AVAILABLE

For fans who want more than the basic twenty players per team, APBA offers six additional player cards for each team — a total of 156. This set is comprised of players who did not play enough to be included in the regular 520-player 1988 season card set included in the game, but did post sufficient statistics in 1988 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 \$6.00 (\$6.36 in Penna., \$6.60 to all foreign purchasers) to the game price on the coupon below and specify set XB88.

GREAT TEAMS OF THE PAST

There are also sixty-five Great Teams of the Past available for use with the APBA game. This list of great teams, representing some of the outstanding clubs in baseball history, is included with each game, but if you would like to have this list before purchasing the game, send twenty-five cents and ask for Form 88. 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 1950, 1952, 1953, 1954 and 1957 baseball seasons. The price of each is \$17.00 (\$18.02 in Penna., \$18.70 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 season's play. THE NEW SETS ARE READY ABOUT FEBRUARY 15 EACH YEAR. There are no mid-season guess-work 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.

That 1989 edition of the game will remain current through December 31, 1989.

PRONOUNCE IT "APP-BAH"

HOW TO ORDER THE APBA PROFESSIONAL BASEBALL GAME

The APBA Professional 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 durable board stock, a ten-page sacrifice and hit-and-run booklet, a three-color baseball diamond with bases and outs markers, 520 different players' cards in twenty-six individual team envelopes, two sets of dice and two shakers and a roster sheet. Playing instructions are simple but thorough, and are contained on the playing boards and alongside the baseball diamond. This current 1989 edition set is based upon the 1988 season records.

Five sample scoresheets are also included. If you want more, you can order them on the coupon below for \$3.50 per 100 or \$14.00 per 500 (plus 6% in Penna., plus 10% foreign).

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 \$32.95 postpaid. In Canada and all other foreign countries, the price is \$36.25 postpaid (U.S. dollar money order). All Pennsylvania purchasers must add 6% sales tax making the price in Pennsylvania \$34.93 postpaid. The optional 156 additional cards described above (set XB88) are priced at \$6.00 (\$6.36 in Penna., \$6.60 foreign).

Those who want the game mailed special handling (IN THE UNITED STATES ONLY) must add \$1.55 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 from 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 Parcel Air Lift rate is \$1.20, but inquire at your P.O. before including the extra amount.

We do not accept C.O.D. or credit card orders. C.O.D. shipments entail separate handling and time-consuming processing on each package at the local post office. Credit card sales involve fees which would make the game more expensive to sell, and we strive to keep our prices as low as possible.

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 1989 APBA Game Co., Inc.

HOW THE APBA PROFESSIONAL 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 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 appears 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 a 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.

Next, you simply look for the number six on the "Bases Empty" section of the playing boards and there you will find the complete 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 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 and you can start playing the game as soon as you receive it, just as simply as described above. There is no maze of symbols and cross references, requiring you to remember meanings of letters and numbers in order to get the final play result, although there are some optional refinements you may add if you wish. There is a complete playing board for every base situation (eight of them) which gives you a full written description of nearly every conceivable type of baseball play.

APBA's playing boards give you a variety of plays that number into the thousands. Some APBA fans play the game for years before certain rare plays occur.

The dice are the key to the accuracy of the APBA game. Since there is an equal chance of rolling each one of the thirty-six black dice numbers, a perfectly accurate percentage reproduction

of a player's records can be established with the red play result figures. These play result figures are 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 various 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 odds 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 uneven conditions. It is this dice consistency that allows the APBA card formula to provide an incredibly accurate reproduction of each big league player's annual performance.

Of course, as in real life, there must be a sufficient usage of a player in order to determine his normal performance level. The best hitters can go hitless a few games at a time, the best pitchers occasionally get knocked out early, the best fielders make errors, and, conversely, the mediocre players will turn in outstanding performances from time to time. But with an adequate number of games' use, 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 accompany 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!

Virtually every big league play takes place in APBA baseball. Even player injuries, ejections of players for disputing umpires' decisions and rain-outs of games in progress will occur in APBA Professional Baseball with about the same frequency they do on actual big league diamonds.

ORDER COUPON

89B

APBA GAME COMPANY, INC.
1001 Millersville Road
Post Office Box 4547
Lancaster, Pennsylvania 17604-4547

Enclosed is \$32.95 (\$36.25 foreign, \$34.93 to Penna. residents) for my APBA Professional Baseball Game. (No C.O.D.'s please.)

Enclosed is \$6.00 (\$6.60 foreign, \$6.36 Penna.) for set XB88, the 156 extra player cards.

Enclosed is _____ Send me _____ APBA baseball scoresheets (@ \$3.50 per 100; \$14.00 per 500—plus 6% in Pa., plus 10% foreign).

Send Postpaid To:

Name First Name Middle Name Last Name

Address

City..... State..... Zip

Orders are filled in the sequence received. Except during the months of January and February, when delivery may take up to 45 days, 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.