

ANNOUNCING —————

A MILESTONE IN APBA HISTORY:

THE APBA MAJOR LEAGUE BASEBALL MASTER GAME

It is now available to all APBA baseball devotees — the baseball game with playing detail and managerial decisions that have never before appeared in any baseball table game.

PLAYER CARDS WILL NOT CHANGE

The Master Game consists of playing boards - more complex playing boards and more than double the number contained in the basic APBA Baseball Game. THE ANNUAL PLAYER CARDS HAVE NOT CHANGED. Their appearance has not been and will not be altered. No past seasons' sets will become obsolete. All future cards will be made from the same formula as past cards have been. They will simply do more, much more, with the new Master Game Boards. Note that no player cards are contained in the Master Game, except for the 1951 Giant and Dodger teams.

If you are not interested in the more complex Master Game, you can go on playing the same APBA baseball you have been playing. The player cards will show no evidence of the emergence of this advanced version of APBA baseball. In fact, we urge you not to purchase the Master Game if you are not expert in basic APBA baseball and if you are not thoroughly schooled in the game of baseball itself. The Master Game instructions and the playing board result plays have been prepared for skilled APBA baseball specialists only. An APBA novice will have difficulty playing the Master Game. We do not want you to invest in a game you cannot enjoy. In the long run that would hurt us as much as it would disappoint you.

WHAT DOES THE MASTER GAME DO?

The Master Game gives you everything the basic game gives you, but with the following abundant additions:

Each Master Game set includes a listing of the players in the current, 1976, edition of player cards (24 names per team — XB names are included), which provides additional symbols for each of the 576 players contained in the entire annual edition. These additional symbols combine with the new Master Boards to produce increased realism in playing results and managerial decisions. These symbols need not be written on the player cards. They should simply be noted on the score sheet above each player's name when playing a game. They can be much more effectively used in this way. The game can be played faster when these symbols are on the game score sheet.

NEW SYMBOLS FOR OLD CARD SETS

For old card sets and Great Teams of the Past these new symbols can be readily found by using methods described in the playing instructions, all of which are contained in the Master Game package. Such interpreted symbols are not as precisely accurate as those computed especially for the Master Game by the APBA Game Company, but they are, in virtually all cases, accurate enough to yield quite realistic statistical and managerial results. Eventually we shall provide precisely computed symbols for all the Great Teams of the Past and possibly for some of the old card sets.

THIRTY PITCHING GRADES

There are thirty pitching grades on the Master Boards. Each pitcher is assigned a numerical grade rating, instead of a letter grade as in the basic game. A grade B pitcher, for example, can be anything from a grade 11 to grade 15 pitcher on the Master Boards. A pitcher's grade may fluctuate from batter to batter, depending upon how effectively the batter can hit a pitcher who throws from the same side as he bats. However, there is no blanket handicap for all righthanded batters when facing righthanded pitchers, or vice versa. Some batters will lose no grade points to a pitcher who throws from the same side; others may lose as many as five grade points.

Long rain delays may cause a pitcher to lose point effectiveness after the game is resumed, and the grade reductions and advancements provided for in the basic game are, of course, contained in the Master Game. In fact, all the features of the basic game are retained in the Master Game.

With third base occupied by a runner who is a threat to steal home, the defense may elect to have the pitcher dispense with his wind-up and pitch from a stretch. This will reduce the pitcher's grade by two points, but the offense will not then be allowed to call for a steal of home.

The pitcher's ability to hold runners on first is a factor in altering a baserunner's stealing success percentage. Even the pitcher's wild pitch frequency is reproduced, along with the catcher's passed ball frequency. If a pitcher did not hit a batter during the season in real-life, there is only a very rare possibility that he will do it in the Master Game.

Pitchers who committed no balks in real-life will almost never be charged with any in the Master Game, unless the extreme rarity of a catcher's balk should occur.

Extra-base hits may be converted into singles, and those pitchers who allowed fewer than average home runs per nine innings will sometimes reduce a home run to a double. On the other hand, doubles will occasionally be converted into home runs by those pitchers who allowed a higher than average number of four-baggers per nine innings.

The pitcher's grade affects the outcome of sacrifice, hit-and-run and squeeze play attempts to the same degree that it affects the regular hitting. The sacrifice, hit-and-run and squeeze plays are incorporated into the playing boards. There is no separate sacrifice and hit-and-run booklet.

BATTERS ARE CLASSIFIED

All batters are classified into one of three categories: straight-away hitters, leftfield pull-hitters or rightfield pull-hitters. In addition to one of these symbols (SA, PL, PR), each player is given a penalty number which represents the degree of handicap he suffers when batting against a pitcher who throws from the same side as he bats. As noted above, it can range from zero to as many as five pitcher's grade points.

The particular field to which a batter may consistently pull the ball sometimes has an important bearing on the outcome of the play. For example, if the firstbaseman is holding a runner tight to the bag at first because the runner is a threat to steal, a rightfield pull-hitter may hit safely through his position. On the other hand, if the firstbaseman plays off the bag, behind the runner, in order to protect against the base hit through his position, the runner will then have an advantage if he attempts to steal, and at times the double play will fail for the defense because the runner was not held on the bag and thus got an extra step or two lead off first; also, the runner will have a slightly better chance to make it to third on a single or to score on a double. The defense, therefore, must always decide whether to hold the runner on the bag or not. The game situation and the type of runner and batter involved must all be considered in making this decision.

Depending upon which kind of pull-hitter a batter may be, the outcome of a play can be altered significantly. The same hit number that puts a single or double in leftfield by a leftfield pull-hitter may put the ball in rightfield if the batter pulls to rightfield. This can have an important bearing on the advancement of baserunners. The throw from leftfield to third base is much shorter than the throw from rightfield. Moreover, if the fielding abilities of the rightfielder and leftfielder are substantially different, the results of the hit made to rightfield may differ considerably from the hit made to leftfield.

CONSISTENT FIELDING EFFECTIVENESS ON ALL BASE SITUATIONS

Every fielding play on all eight base situations is determined by a separate roll of the dice whenever a fielding number results from the player's dice-roll. An outstanding shortstop will perform with a consistently high level of skill on all eight base situations, and fielding effectiveness is not restricted to the reduction of errors alone. Poorer infielders will allow balls to go by them for base hits and the poorer outfielders will allow more balls to drop in for hits, and these plays occur for the most part on an auxiliary set of fielding boards which keeps the frequency of such hits to a realistic number. This auxiliary set of eight base situation boards contains nearly all fielding numbers — numbers derived from twelve (12) and fifteen (15) through forty-one (41), inclusive, on the regular boards. These boards also provide for all the unusual plays that may occur in the course of a ball game. All injuries are provided for on these boards, and injuries to any player can occur on any and all base situations, regardless of the fielding position of the player at bat at the time. In fact, all kinds of unusual plays can occur on practically every base situation, and they cannot be avoided by keeping certain players out of the lineup.

The fielding ability of the players involved in sacrifice bunts, squeeze and hit-and-run plays affects the outcome of these plays equally as much as it influences the outcome of the normal fielding plays.

RUNNER'S SPEED, OUTFIELDER'S ARM & HIT LOCATION

All three of these factors combine to determine whether a runner should try for the extra base or not. Every player is assigned a numerical running speed and every non-pitcher has a numerical arm rating. In addition, base hits and fly outs are given valuation numbers. The valuation number, in effect, represents both the distance of the hit as well as how far and in which direction the outfielder had to run in order to make the play on it. This valuation number, in combination with the differential resulting from the outfielder's arm rating and runner's speed rating, produces a chance number which, in relation to the maximum of thirty-six, gives the percentage of chance the runner has to advance an extra base on a hit or on a caught fly ball. For example, if the chance number comes out to twenty-three (23), this means the runner has twenty-three chances out of thirty-six to make the extra base. The offense must decide whether or not the percentage is high enough to warrant making the attempt. If the decision is to make the attempt, a single roll of the dice determines whether it is successful or not. If the runner is out, there is still the possibility the fielder could drop the ball on the tag, but this is a very slim possibility. The general fielding ability of the fielder making the tag is a definite factor in determining just how slim the possibility is.

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CUT—OFF PLAYS

If two runners are advancing on a hit or if the batter is trying to go to second or to third on a throw home, the defense may decide that the chances for getting the lead runner are so poor that it will have the first baseman or third baseman (as specified on the boards) cut off the throw to the plate and make the play for the advancing batter or the preceding baserunner. Again, runners' speeds and fielders' arm strengths significantly affect the outcome of such plays. On deep hits the arm of the relay man (second baseman or shortstop), as well as the outfielder's, is an important factor in determining the percentage of chance the runner has to make the extra base.

CONTROLLED OPTIONAL BASE STEALING

All base stealing is optional. There is no automatic base stealing, except in a few cases such as on a missed squeeze bunt, and this will seldom occur.

All players have a Steal Allowance Letter which, in conjunction with a Steal Allowance Chart, limits each player to the approximate number of stealing attempts he actually made in real-life. There are nine different categories on the chart. They range from allowing an attempted steal of second at any time in a game to only when two are out and the score is tied or the runner's team trails by one run in the eighth inning or later.

The player's real-life steal success percentage determines how much chance he has to steal the base, but he still may not make an attempt unless his Steal Allowance Letter indicates that he may do so in accordance with the existing game situation - score, inning, and number of outs.

The Chart also provides for steals of third and home in accordance with the runner's Steal Allowance Letter.

The player's Steal Success Number is based on his real-life percentage of success in relation to a maximum of thirty-six. For example, a Steal Success Number of eighteen would mean he has a fifty percent chance (18 out of 36) of making the steal successfully. This would be for a steal of second only. The Steal Success Number is reduced substantially for steals of third and home. However, this number is subject to further alteration. On attempts to steal second, for example, the pitcher's Move to First rating may reduce the runner's number by as many as three points. The catcher may increase or reduce the number by as many as three points. If the runner is not being held tight to the bag by the first baseman, the number is automatically increased by two points. If third base should happen to be occupied at the time, it increases by a single point.

On attempted steals of third the Steal Success Number of the runner is automatically reduced by two points if a lefthanded batter is at the plate.

When the batter misses the pitch (Nos. 13 and 14) on a hit-and-run play, the runner's Steal Success Number is used to determine whether or not he steals second safely. He does not steal the base automatically because of tens or elevens on his card. The dice must be rolled to determine the result.

When a runner is out stealing, the fielder can still drop the ball and the runner will then be safe, and on successful steals the catcher's throw can be wild, sometimes making further runner advancement possible. These plays rarely come up, however. Usually the poorer fielders are involved when they do.

EVERY POSSIBLE KIND OF RARE PLAY

Every conceivable kind of play can occur in the Master Game. Because of the greatly reduced probability of chance, some of these rare plays may never come up in many years of playing the game. In addition to injuries, rain-outs and rain delays, here are just a few of these infrequent plays:

Player ejections for disputing decisions, multiple errors on one play, pick-off plays, batters thrown out taking long turns at first, inside-the-park home runs, runners out for passing another runner on the base paths, interference plays, obstruction plays, fans touching ball in play, wild return throws to infield by outfielders, runners hit by batted balls, unassisted triple plays, runners out on appeal plays, deflected infield bouncers turned into outs, batters out for running out of 3-foot lines to first base, wild throws on pick-off attempts, runner advancement on infield flies, runners scoring on caught foul flies, runners thrown out at first by outfielders, batters out for stepping on plate while batting, misjudged infield flies, base hits on balls hitting base bags, freak double plays, two-base advancements on wild pitches and passed balls, runners out on hidden ball plays, batters injured by pitched balls, two-base hits on push bunts, runners colliding with fielders, fielders missing bag on attempted double plays, pivot men dropping throw on double plays, base hits nullified because player used illegal bat, and many, many more.

HOW LONG DOES IT TAKE TO PLAY A GAME?

It takes longer than it does with the basic game, of course, but not nearly as long as you may think from reading the preceding description. The routine base hit and out plays, particularly with bases empty, take no longer to find than they do in the basic game. The plays that require several dice-rolls are those involving runner advancement on outfielders' throws, base stealing attempts and the plays that refer you to the auxiliary fielding boards, known as the RP boards. The frequency of these plays will vary according to how high a scoring game it happens to be, and the one extra dice-roll required on the fielding plays takes very little time to complete. Once you learn the routine you will play a normal-scoring game in thirty to thirty-five minutes. It stands to reason that more detail requires more time; more decisions will slow down a game for just as long as you take to make these decisions.

We've been receiving an ever increasing number of requests for the past twenty years to make the master copy of the APBA baseball game available to the public, so now here it is, available to all APBA fans who have mastered the basic game. We shall not now or in the future advertise the Master Game publicly. We believe that anyone unfamiliar with the basic game would find the Master Game so complicated to learn that he might give up in despair and thus be lost to us as a potential repeat customer. We shall therefore in the future offer the Master Game for sale only to those new customers who have owned the basic APBA Major League Baseball Game for a least six months.

HERE IS WHAT THE MASTER GAME CONTAINS

The APBA Major League Baseball Master Game is packed in a colorful box measuring 17" x 15" x 1½ — the same size as the basic APBA Baseball Game box.

The Master Game consists of four 14-ply playing boards, 16-¾" x 14-¾", printed both sides. These are the regular eight base-situation boards which provide the bulk of the play results during the course of a game, as well as sacrifice, hit-and-run and squeeze play results.

In addition to these four regular boards, there are four RP Boards, also 14-ply and 16-¾" x 14-¾" in size and printed both sides, which provide the unusual and infrequent plays for all eight base situations, again including sacrifices, hit-and-run and squeeze plays. In addition, these RP Boards contain the Injury Duration Tables.

There is also a 14-ply, 16-¾" x 14-¾" board, printed both sides, just for stolen bases. It contains the Steal Allowance Chart and complete instructions for calling the steal. This board also gives the results of catchers' wild throws to bases on stealing attempts and it contains the chart for determining whether a fielder drops the ball on a tag-out.

Another board, which provides for runner advancement on outfielders' throws, is also 16-¾" x 14-¾". It is printed one side only on 6-ply board.

The Fielding Board, which determines the fielding column to be used when a fielding number results from the dice-roll, is also on 6-ply board measuring 16-¾" x 14-¾". There is also a baseball diamond outline on this board for keeping track of the movement of baserunners.

Complete instructions for using every phase of the Master Game boards come with the set. It must be emphasized here that these instructions have been prepared with only the experienced APBA baseball gamer in mind. They have been composed with the assumption that the Master Game player is already experienced in basic APBA baseball. They are inadequate for anyone who has not previously played APBA baseball.

With this understanding in mind, we must point out that the Master Game is sold with no money-back or exchange guarantees. All sales are final. Please be certain that you are sufficiently experienced in APBA baseball before you order the Master Game.

With each Master Game there is a list of all the current edition player names, including the XB's — 576 names, giving all the additional symbols needed for each player to activate all the advanced features with most realistic results. These symbols cover batting, running speed, stealing, throwing arm and other fielding strengths, and additional pitching characteristics. THIS IS A LIST OF THE PLAYERS' NAMES WITH SYMBOLS ONLY. THE PLAYER CARDS ARE NOT INCLUDED WITH THE MASTER GAME. YOU MUST ALREADY HAVE THE PLAYER CARDS IN ORDER TO PLAY THE CURRENT EDITION WITH THE MASTER GAME.

However, there are two old teams, with twenty players each, included with the Master Game. These are the two teams that were involved in the most famous pennant playoff in major league history — the 1951 Dodgers and Giants — the legendary Bobby Thomson home run playoff. The box scores of the three games are included, and for these two teams only the advanced symbols are printed right on the players cards. These are now and will always remain the only APBA player cards with the advanced Master Game symbols printed on the face of the cards. THESE TWO TEAMS CANNOT BE PURCHASED SEPARATELY. THEY ARE AVAILABLE WITH THE MASTER GAME ONLY.

Dice, shakers and base markers also are contained in the Master Game, so you can actually test play it without buying the current card edition, if you should prefer to do this.

The APBA Major League Baseball Master Game, precisely as described above, is priced at \$16.25 postpaid. Pennsylvania residents must pay \$17.23 with the 6% sales tax, and to customers outside the United States in this hemisphere the price is \$17.75. Elsewhere in the world, it's \$18.00. Checks drawn on banks in any foreign country cannot be accepted. Please send U. S. money orders or checks drawn on U. S. banks. No cash, please. Again, all sales are final.

We anticipate an overwhelming number of orders for the Master Game within the next few weeks. We want you to be aware, therefore, that we cannot assure delivery of the game before April 30. If you order in January, you can expect to have the game by April 30, but we cannot guarantee any earlier date. Naturally, orders will be mailed in the sequence received, so the sooner you order, the sooner you'll have your game. We can't respond to any inquiries regarding orders until after May 15.

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