

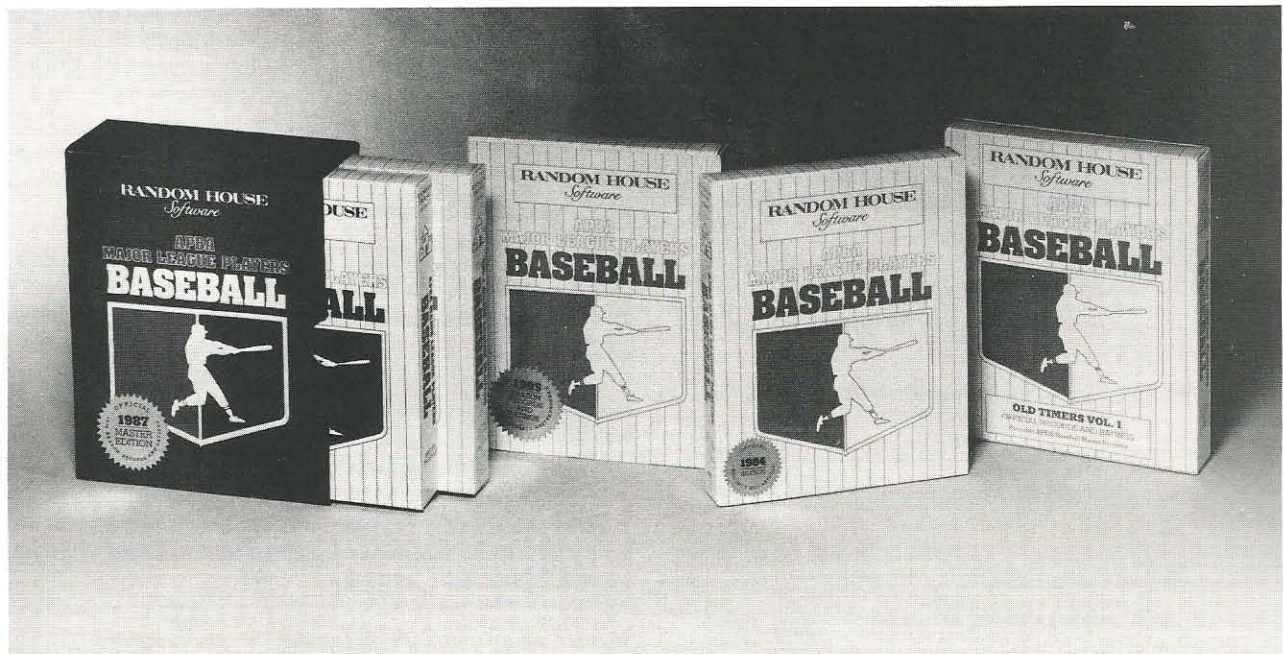


RANDOM HOUSE MEDIA

APBA MAJOR LEAGUE PLAYERS

BASEBALL

A realistic, multi-disk baseball simulation game



1987 Master Edition includes 1986 Records and Ratings.

APBA MAJOR LEAGUE PLAYERS BASEBALL is the most realistic computer baseball simulation program on the market today. You will be delighted with this multi-disk series which transforms you into a major league manager and your computer into a local ballpark.

The program is based on the best-selling board game, APBA Major League Baseball, which has been enjoyed by more than 1 million fans since it was introduced over 30 years ago. You are sure to become a fan of the computer version which uses the APBA

formula, based on actual player statistics to achieve realistic outcomes.

RECORDS & RATINGS DISKS FROM YESTERDAY & TODAY

APBA BASEBALL takes full advantage of the power of the computer. Using the 1984, 1985 or 1986 Records & Ratings disks, computer users start their own leagues, draft teams from a list of 676 big-league players or play with the actual rosters for all 26 real-life teams from each season.

(Over)

RANDOM HOUSE ORDER DEPARTMENT
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(800) 492-0782 (Maryland)

And now, with the addition of the Old Timers Records & Ratings disk, desk-top managers can coach some of the greatest players and teams in baseball history. This disk contains the official statistics of 400 old-timers who played on championship teams from all eras:

Detroit '09—Top Detroit team of the Ty Cobb era.

Chicago '17—Shoeless Joe Jackson and 28 game winner Eddie Cicotte lead the way.

Washington '24—Walter Johnson takes Washington to its first World Championship.

New York '27—The Babe hits 60 for the greatest team ever.

Philadelphia '31—Connie Mack's strongest team with Simmons, Foxx, Grove and Cochrane.

Boston '46—First great post-war team led by the incomparable Ted Williams.

Cleveland '54—Unbeatable pitching staff of Lemon, Wynn, Garcia and Feller.

Baltimore '70—Steamrolls the competition. Pitching by Palmer, Cuellar and McNally.

Oakland '72—Overpowering pitching by Hunter, Blue, Holtzman, and Fingers.

New York '77—Reggie hits three to win it all!

Chicago '06—Tinker to Evers to Chance. Winningest team in big league history with 116 victories.

St. Louis '34—Gas House Gang led by Dizzy Dean, Pepper Martin, and Frank Frisch.

Brooklyn '53—The boys of summer—Duke Snider, Roy Campanella, Pee Wee Reese, and Jackie Robinson.

New York '54—Willie Mays leads New York to an upset World Championship victory over Cleveland.

Milwaukee '57—Hank Aaron, Eddie Matthews, Warren Spahn win Milwaukee's only World Championship.

Pittsburgh '60—Clemente, Groat and Mazeroski win a dramatic World Championship.

Los Angeles '63—Unhittable pitching staff led by Koufax and Drysdale.

New York '69—The miracle team, moved from ninth place to a World Championship victory.

Cincinnati '76—The Big Red Machine powered by Bench, Perez, Rose and Morgan wins a second consecutive Championship.

Philadelphia '80—Mike Schmidt and Tug McGraw lead Philly to its only World Championship.

With APBA BASEBALL you learn to manage the players' talents and in turn manage their teams through thousands of dramatic plays, all described with the thrill of a live broadcast. Injuries, ejections, rain delays and rainouts, triple plays, interference and obstruction calls, all real plays, can happen during a game!

APBA BASEBALL offers managers options they cannot find anywhere else:

- draft leagues, keep league standings
- choose built-in line-ups for all 26 real life teams
- review exciting plays with an instant replay button
- store their own preferred line-ups
- print out extended box scores for each game
- save up to 100 teams on each data diskette
- make dynamic decisions that put managers in the hot seat
- play with or without the designated hitter
- determine their own play level of difficulty

Every play of the game is affected by the timeliness of managerial decisions to:

- announce pinch hitters and pinch runners
- make pitching changes
- signal for steals, including double and triple steals
- call for sacrifice bunts or the hit and run
- bring in the infield
- tell whether to hold a runner at first
- tell pitchers when to stretch
- coach base runners
- specify throws and cutoffs of throws

In fact, this program is so thorough, each player and each team is rated with dozens of specific offensive and defensive measurements, more than any baseball game available:

OFFENSIVE

- batting average
- double, triple, home run frequency
- walk frequency
- strikeout frequency
- double play susceptibility
- running speed
- base stealing ability
- hit and run proficiency
- pull or straightaway hitting
- adjustment for right- and left-handed
- pitching

DEFENSIVE

- team fielding
- infield fielding
- individual fielding
- arm strength and accuracy
- pitcher effectiveness
- pitcher control
- pitcher endurance
- pitcher move-to-first ability
- pitcher home run susceptibility
- pitcher wild pitch, balk, and hit-batter frequency
- catcher throwing arm on steals
- catcher passed ball frequency

APBA MAJOR LEAGUE PLAYERS BASEBALL, MASTER EDITION includes the master program, a 1986 records and ratings disk, a 52 page instruction manual, and two color coded cards for easy reference, all enclosed in a hardback book-like slipcase. The 1984 season, 1985 season, 1986 season and Old Timers, Records and Ratings Diskettes are also sold separately to expand the baseball fantasies of the current owners of the master program. Each year, the records and ratings diskette is updated and re-packaged with the master edition or sold separately.

While all other computer baseball programs are for the baseball fan, APBA Major League Players Baseball is for the baseball fanatic!

Title	IBM	Apple	Pub. Price
	IBM PC/PCjr/XT/AT with 128, Color or Monochrome Adapter	Apple IIe, IIc with 128K, 80 column card and 2 Disk Drives	
'87 Master Edition	0-676-32792-3	0-676-32782-6	\$59.95
'86 Data	0-676-32793-1	0-676-32783-4	19.95
'85 Data	0-676-32730-3	0-676-32630-7	19.95
'84 Data	0-676-32502-5	0-676-32761-3	19.95
Old Timers	0-676-32723-0	0-676-32744-3	19.95

