

APBA PRO BASKETBALL PUTS THE PROFESSIONAL PLAYERS ON YOUR TABLE TOP!

Reg. U.S. Patent Off.

Basketball Fan:

The enclosed sample player card is one of the one hundred and eighty different player cards contained in the current, 1977, edition of the APBA Pro Basketball Game.

This 1977 edition, based on the 1975-76 National Basketball Association season, represents the eighteen teams that constituted the Association in that season, with ten players comprising each team.

FANTASTIC REAL-LIFE PERFORMANCE

The performance of each individual player in the APBA Pro Basketball Game is a thoroughly realistic reproduction of his real-life NBA season. Every phase of basketball play is accurately reproduced in the individual performances of each player.

Each of the one hundred and eighty players will perform just as he did during the 1975-76 season in nearly every offensive and defensive detail. Each player is rated according to his particular offensive and defensive capabilities, and these ratings are combined to provide each team with overall offensive and defensive evaluations. These team strengths will vary, of course, depending upon which five men are on the floor at any specific time. You will find that fatigue, injuries, and foul troubles will weaken your team during the course of any game, just as they do in real life!

INDIVIDUAL PASSING AND DRIBBLING

The offensive ball handling ability of each player is further reproduced, and in fine detail, by the separate passing and dribbling columns on his card. Note the P and D columns on the enclosed sample card. The accuracy of his passing and his skills as a dribbler are reflected in these columns for every player in the game. The passing column also reflects each player's assists-per game average, and determines the degree to which his passes to teammates trying for field goals enhance the probability of a successful basket! You will want to use just the right man for feeding the ball into the shooters!

Thus, your high assist men will be the same as those in real life. You can expect Dave Bing, Slick Watts, Nate Archibald, Randy Smith and Calvin Murphy to be among your top assistmen, too, and you will favor their use in setting up field goals whenever you are playing with their respective teams. The better ball handlers, likewise, will be more successful than others in driving to the basket.

THE SAME REBOUNDERS WILL DOMINATE YOUR BOARDS

You will be amazed to find your best rebounders will be the very same ones that control the backboards in real-life. Whenever a shot is missed you will not know which team has controlled the rebound until separate dice-rolls, using APBA's exclusive Finder System, are made. This will tell you which team and then which player has retrieved the ball off the boards, and as your season progresses you will find, sure enough, that Wes Unseld, Dave Cowens, Kareem Abdul-Jabbar, and Bob McAdoo will be leading your league, too, in rebounding! And should you lose your top rebounder through injury or personal fouls during the course of the game, you'll be dismayed to find your team losing more and more follow up efforts when you miss your field goal attempts. At both ends you'll be losing the ball too often to win games when your rebounding strength is inferior to your opponents.

FOULING AND INJURIES

Every player has a personal foul frequency rating based upon the actual number of times per playing minute he committed fouls during the season. As your players are fouled during the course of a game, you will see APBA's Finder System pointing the finger at the same players most often "guilty" in real-life! And so you are at times going to have to pull out fellows like Charlie Scott, George McGinnis and Curtis Perry in mid-game lest they disqualify themselves on personal fouls, if you want to be sure of having them for top team strength in the final minutes of the game. On the other hand the "48-minute men" like Jo Jo White, Elvin Hayes and Abdul-Jabbar will seldom "foul out" or be injured for you either!

FIELD GOALS AND FREE THROWS

All the players in APBA Pro Basketball have a scoring ability based upon their precise field goal and free throw percentages of the season represented. In just one series of figures (the S column on the enclosed card) there is reflected, in an ingenious way, both the field goal percentage and the free throw percentage of each player, no matter how far apart the two percentage figures may be!

The free throw percentages will vary only negligibly from the real-life figures. The field goal percentages may be raised or lowered to a slight degree by the normal variances of floor play. Unusually tenacious guarding on the part of the defense, for example, or the improper use of the best playmakers on the part of the offense could impair a player's normal field goal percentage. Of course, opposite conditions will enhance the player's percentage somewhat, so on a full season basis you can count on the field goal percentage to average out for each player to just about his real-life figure.

YOU ARE THE COACH!

You, as coach of these great professional cagemen, will control the entire game. You will select the starting lineup, make strategic substitutions, and control every phase of play — which player will start the ball up the floor, will he pass or dribble, who will try for the basket, when to try the fast break, what counter moves to try against the offense and when to press — all the decisions will be yours!

No other basketball game lets you actually visualize the floor play, and although you do control all the moves yourself, your playing personnel will be your most important asset, so you're not going to have trouble keeping teams like Boston and Golden State on top. But to make consistently winning teams out of Chicago and Atlanta will be a downright impossibility. NBA losers won't change their stripes in APBA Basketball!

THE ONLY BASKETBALL GAME WITH ALL THE DETAILS OF FLOOR PLAY YOU CALL EVERY PASS AND DRIBBLE — SET UP PLAY PATTERNS

You Name the Players to Handle the Ball Set Up Your Defense When You Lose the Ball

The image displays a variety of components from the APBA Pro Basketball Game. At the top, several player cards are shown, including Eric Erickson, Van Arsdale, Perry, Westphal, Adams, and Silas. These cards feature detailed statistics for passing, dribbling, and field goals. Below the cards, a large game board is visible, showing the court layout with various zones and player positions. A dice is shown rolling on the board. Other components include a 'PASSING AND DRIBBLING' chart, a 'FIELD GOALS' chart, and a 'TOTAL SCORE' sheet. The bottom of the image shows a 'PASSING ACCUMULATION FIGURES' chart with a scale from 0 to 10. The overall theme is a realistic simulation of professional basketball.

MORE REALISM! MORE FEATURES! MORE ACCURACY! MORE FUN!

APBA Pro Basketball offers more details of the game of basketball than any other basketball game ever made. It actually simulates all the floor play of real-life basketball. All the aspects of ball handling are to be found in it.

IF IT HAPPENS IN A BASKETBALL GAME, IT HAPPENS IN APBA PRO BASKETBALL

- The whole gamut of floor play — dribbling, passing, rebounding, stolen balls, intercepted passes, wild passes, loose balls, jump balls, inbounds plays, fast breaks, the full court press.
- Varying field goal shooting effectiveness from varying floor distances. Shots off passes, shots off a dribble, follow-up shots.
- Planned offense play patterns providing for a countless number of ways for working the ball in to the basket.
- Counter defensive measures, providing for the chance to "read" the offense and "block" passes, "turn" potential drivers away from the hoop, and block shots.
- The complete fouling structure of basketball — both personal and technical. Intentional fouling and time-out violations, too.
- A timing system based on the actual volume of floor play, so that the less passing and dribbling you do, the higher the scores are likely to be, exactly as in real-life! Yet passing and dribbling are limited, too, by APBA's equivalent of the 24-second rule. The timing system is in no way affected by the actual clock time you take to play the game.

WHAT'S THE PLAYING TIME?

Basketball plays faster than any other professional sport. There are far fewer breaks in the action than in baseball, football and golf. Obviously, one cannot roll dice and look for the results as fast as the passing and dribbling take place in basketball, so the process must be slowed down in a table game. However, we have customers who tell us they have played the game in approximately two hours, after having developed a playing technique. It won't play this fast at the beginning.

SHORT VERSION

If your time is limited, there is another option available to you, for the playing rules of the APBA Pro Basketball Game offer also a shortened version. Playing by this method speeds the game by eliminating all the individual passing and dribbling prior to each shot. Statistics will be nearly identical, but play patterns and counter defenses are dispensed with. Experienced players complete a game in less than an hour when using the short version.

YOU CAN PLAY IT ALONE, TOO!

Just like all other APBA games, the APBA Pro Basketball Game can be played competitively or by one's self. Simple instructions are included in the rules for playing alone. This makes the game an especial delight for those who enjoy playing off a season's schedule by themselves and then comparing their own team and player statistics with the real-life ones. APBA games have no peer in this consistently accurate reproduction of team and personnel records, without any sacrifice of the excitement of game play for the monotonous boredom of pure mathematics.

APBA GAME COMPANY, INC.
1001 Millersville Road, P. O. Box 1447

HOW THE APBA PRO BASKETBALL GAME IS PLAYED

The APBA Pro Basketball Game is played by actually deploying the five offensive players on a sectionalized basketball court. APBA's court is divided into eight specific floor sections on each half of the floor. Section A is directly under the basket and Section B is the next section away from the basket, surrounding section A. Moving out from the basket are left and right sections C, then D, then left and right sections E and, finally, section F.

Each team is assigned one of the two halves of the court for all its offensive play.

The game begins with a center jump, done with one roll of the dice which determines not only the team that retrieves the ball but in which floor section on its half of the court it will begin its play pattern. This information is obtained simply by referring to the Jump Ball Column on the playing boards and applying each team's Jump Ball Index to this column. Jump Ball Indexes are based on the total relative offensive strength of each team's five players on the floor at the time of the dice roll.

Suppose on this dice roll the Jump Ball Column had specified floor section F. (It could have been a floor section closer to the basket but by design the chances for that are less likely.) Now you put the ball marker disc in floor section F and with it the name tab of any one of the five players you prefer. There is a detachable name tab at the top of every player's card, as you can see on the enclosed sample card, for use in deploying your players on the court. You'll probably use a guard to start working the ball in from back here. Then assign your other four players to any of the other seven floor sections you wish and you are ready to go.

You now have just three dice-rolls with which to make a field goal attempt. On the first and second rolls you may dribble, pass to another player or attempt a shot, but on the third dice-roll the player with the ball, whoever he may be at that time, must try for a field goal or you are in violation of the 24-second rule and the ball goes over to your opponent.

Your play choices prior to each dice-roll are declared by the use of offensive play cards, of which there are eight, representing the eight floor sections. One of these is placed face down before each dice roll and the defense counters with both a defense card and a word of mouth declaration which may or

PASSING AND DRIBBLING									
DICE ROLL COLUMNS									
Column Index (CI) Numbers									
1 2 3 4 5 6 7									
FROM B TO:									
FROM A TO:									
Follow-up dice roll									
DICE ROLL COLUMNS									
Column Index (CI) Numbers									
1 2 3 4 5 6 7									
FREE THROWS									
1-Good									
2-Good									
3-Good									
4-Good									
5-Good									
6-Good									
7-Good									
8-Good									
9-Good									
10-Good									
11-Good									
12-Good									
13-Good									
14-Good									
15-Good									
16-Good									
17-Good									
18-Good									
19-Rebound A									
20-Rebound B									
21-Rebound A									
22-Rebound A									
23-Rebound A									
24-Rebound B									
25-Rebound A									
26-Rebound A									
27-Rebound B									
28-Rebound A									
29-Rebound B									
30-Rebound A									
31-Good (2nd)									
32-Missed (2nd)									
33-Good (2nd)									
34-Missed (2nd)									

may not lessen the offense's chances of a successful pass, dribble or shot attempt, depending upon what its play card happens to reveal when it is turned over. The method of using these play cards in solitary play is quite simple and makes playing the game by one's self as entertaining as competitive play.

The players' name tabs may be redeployed to different floor sections after each dice roll so long as possession of the ball is retained.

Every shot, pass and dribble is made by a roll of the dice, from which the resultant number is ap-

plied to the card of the player doing the shooting, passing or dribbling. Take, for example, the photo of the Jerry West card from a previous year shown above. The dice-roll shows a large red three and a small white three. This is not a six, as in conventional dice, but a thirty-three, for the large red die represents the first of a two-digit figure and the small white die the second digit. Thus there are a possible thirty-six different dice-roll numbers, each of which has an equal chance of occurring on any roll. Note the black dice-roll numbers on the enclosed sample card.

On this photo example a thirty-three shows a number 2 for West in all three columns, for passing (P), dribbling (D) and shooting (S), so you would look for number 2 in the proper column of the playing board that applies to the play declared prior to the dice roll. Parts of two sides of the playing boards are shown in this photograph. The dice-roll numbers are shown on the left of these boards and they appear in seven different columns. The Column Index of the player's team determines which of these seven columns is to be used. The relative team offensive advantage, or disadvantage, compared to the defense's defensive points will determine which dice-roll column is used for the team with the ball. Of course, the greater the advantage, the better the chances for a successful result. Note, for example, that in Field Goal section A on a pass shot under G (guarded) number 2 in column one results in a 7, while in column seven the same number 2 results in a 5. A successful field goal attempt off a pass results when this number added to the number or numbers accumulated from the previous passes produces a total of ten or more. Thus with a seven, only three passing points would have to have been accumulated prior to the shot attempt. Some of these passing numbers can be seen on the Passing and Dribbling board above the Field Goals board.

Set shots are made following a dribble or a rebound and are designated simply as a score (S) or a miss (M).

The ball may be lost to the opponents on the passing and dribbling attempts in the usual ways — wild passes, stolen balls, intercepted passes, travelling, held balls lost on the subsequent jump. The game is designed in such a way that once the few symbols designating these plays are learned, the playing routine is quite simple.

All inbounds plays and jump balls take into account the relative advantage one team has over the other in real life. On rebounds, too, the team with the better rebounders will always have the advantage regardless of the relative offense and defense ratings.

The complete playing instructions for the APBA Pro Basketball Game are contained in a detailed instruction booklet which is indexed for easy reference so that all phases of the game may be absorbed rapidly.

NEW PLAYER CARDS EVERY YEAR

In July of each year a new set of player cards is produced, based on the complete records of the preceding season. If you purchase an APBA Basketball Game, your name will automatically be added to our mailing list and you will receive a notice regarding the availability of these cards each July. Please keep us advised of any change in your address and, if your game was purchased in someone else's name, please send us your full name and address.

The 1977 edition of APBA Basketball, with cards based on the 1975-76 season, will remain current until July 1, 1977.

SOME PAST SEASONS AVAILABLE — BOTH NBA AND ABA

A few card sets representing past National Basketball Association seasons, as well as a couple representing previous American Basketball Association seasons, are still available from APBA and can be used with your game. All are CARD SETS ONLY, and do not include a complete game. The NBA seasons of 1965-66, 1969-70, 1972-73, 1973-74, and 1974-75 are still in stock. Each costs \$5.75 (\$6.10 in Penna., \$6.25 and \$6.50 foreign).

The 1973-74 and 1974-75 seasons are the only ABA card sets available. Each season's set is priced at \$4.50 (\$4.77 in Penna., \$5.00 and \$5.50 foreign). APBA stopped producing ABA cards after the release of the 1974-75 season.

PRONOUNCE IT "APP-BAH"

HOW TO ORDER THE APBA PRO BASKETBALL GAME

APBA Basketball may not be available at your local stores. If not, you can order it directly from APBA Game Company. The game is priced at \$13.25. If you live in Pennsylvania it is \$14.05 including the 6% sales tax. The price in Canada, Mexico and other Western Hemisphere countries is \$14.25 U.S. dollars only. The price elsewhere, outside this hemisphere, is \$14.50. Servicemen with APO or FPO addresses pay the regular \$13.25 price.

The APBA Pro Basketball Game is comprised of two large, 14-ply playing boards (printed both sides) and a basketball court, all measuring 16½" x 14½", a fatigue and injury table and finder board, a hundred and eighty NBA player cards in eighteen team envelopes, a plastic basketball marker, two pairs of dice and two dice shakers, eight offense play cards and two defense play cards, an ell ruler for easier reading of the playing boards, a roster sheet, one hundred score sheets and an instruction booklet.

WE PAY THE POSTAGE

The game is packed in a box 17" x 15" x 1½" and is mailed to you by postpaid parcel post — five-pound rate. If you want the game mailed special delivery (IN THE UNITED STATES ONLY), add \$1.20 to the purchase price. To have it airmailed, inquire at your local post office for the AIR PARCEL POST charges on a four-and-one-half-pound package to Lancaster, Pennsylvania. 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 \$1.00.

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.

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 postal C.O.D. fee makes it more expensive for you.

WE DO NOT SELL ANY GAMES ON APPROVAL, AND WE 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.

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ORDER COUPON

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APBA GAME COMPANY, INC.
1001 Millersville Road — P.O. Box 1447
Lancaster, Penna. 17604

☐ Enclosed is \$13.25 (\$14.05 to Penna. residents, \$14.25 or \$14.50

foreign mail) for the APBA Pro Basketball Game.

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.

I am 50 games into my first APBA season. I am still amazed at the realism of this game. The Lakers are currently running away with the Pacific Division with a 7-0 record. Milwaukee is slowly pulling away in the Midwest at 6-2. The Atlantic is still up for grabs with the Knicks on top at 3-1. In the Central, Atlanta and Houston have struggled to .500 marks to share the lead. Detroit has had the toughest luck of all. The Pistons lost four games at the final buzzer. Your game is the greatest!

MIKE SILVER 7208 Camwood Ct. Indianapolis, Ind. 46268

Your Basketball Game is even better than your baseball game, which I love.

BOB BLAISDELL 155 San Anselmo Ave. San Francisco, Calif. 94127

I own your Pro Basketball Game and I am very satisfied with the results that I have gotten. I have played four games now and each one has been very exciting. Enclosed is the result, and the stats on my most exciting game, a 100-99 victory for the Milwaukee Bucks over the Boston Celtics.

BOSTON	Per	Fouls	Rebs.	FTA	FTM	FGA	FGM	Points
Havlicek	1	6	4	4	4	18	10	24
Silas	1	1	0	0	0	3	1	2
Nelson	1	7	0	0	0	11	6	12
Cowens	4	10	2	1	1	25	12	25
White	0	5	7	6	6	18	7	16
Chaney	4	5	0	0	0	12	1	8
Williams	1	0	0	0	0	1	0	0
TOTALS	12	34	13	11	11	88	44	99

MILWAUKEE	Per	Fouls	Rebs.	FTA	FTM	FGA	FGM	Points
Perry	3	4	3	2	2	7	2	6
Driscoll	1	5	0	0	0	7	4	8
Dandridge	2	7	1	1	1	18	11	23
Davis	0	2	1	1	1	3	2	5
Abdul-Jabbar	1	11	3	3	3	23	15	33
Cunningham	1	2	0	0	0	2	0	0
Robertson	0	5	5	2	2	18	7	16
Allen	0	0	0	0	0	1	1	2
McGlocklin	1	0	1	1	1	5	3	3
TOTALS	9	36	14	10	10	84	45	100

JEFF MEGA 45 Beacon Street Natick, Mass. 01760

Your game is FANTASTIC! My first game was the Bucks and the Celtics. The Bucks won 114-94. My second game was the Knicks and the Celtics. The Celtics won 104-89. My third game is being played. The Lakers and Braves — the Lakers jumped off to a 33-23 lead at the end of the first quarter. At the half, Buffalo pulled to within four, 58-54. Now, at the end of the third quarter, the Braves have taken command and are ahead 90-78. P.S. I got my game in four days!

BRENT SHOWALTER 612 Vedette Ave. Waynesboro, Va. 22980

Here are my 1972-73 season standings:

Atlantic Division		WON	LOST	Central Division		WON	LOST
Boston		68	14	Baltimore		50	32
New York		57	25	Atlanta		46	36
Buffalo		21	61	Houston		33	49
Philadelphia		9	73	Cleveland		32	50

Midwest Division		WON	LOST	Pacific Division		WON	LOST
Milwaukee		60	22	Los Angeles		60	22
Chicago		51	31	Golden State		47	35
Detroit		40	42	Phoenix		38	44
K.C.-Omaha		36	46	Seattle		26	56
				Portland		21	61

Divisional Semi-finals — Boston over Atlanta 4 games to 2; New York over Baltimore 4 games to 1; Golden State over Milwaukee 4 games to 2; Los Angeles over Chicago 4 games to 3. Eastern Conference Finals — New York over Boston 4 games to 3; Western Conference Finals — Los Angeles over Golden State 4 games to 1; Championship Final — New York over Los Angeles 4 games to 1.

RANDY D. NICHOLSON 519 West Albany Kennewick, Wash. 99336

I am currently half way through my round-robin basketball schedule. The best team is the Los Angeles Lakers with a 6-2 won-lost record. The Cleveland Cavaliers are floundering with an 0-7 mark. Seattle's Spencer Hayward leads all scorers with a sizzling 36.4 points per game clip. Atlanta's Lou Hudson is second with 31. I am very happy with your basketball game and am about to play the All-Star game.

GARY OLSON 1777 Edward St. St. Paul, Minn. 55109

I just completed my 1972-73 basketball season. My final game was between the Knicks and the Lakers. In the sixth game, Walt Frazier hit a 25 footer at the final dice roll to win 99-97 and set up a final game at L.A.! Chamberlain hit two quick baskets and L.A. built up a 21-point lead! But the Knicks brought in Jerry Lucas, Phil Jackson and Dean Meminger. Dean stole two passes for scores, Jackson scored 18 points and Lucas had 13 points and 16 rebounds, but it wasn't enough as Jim McMillan and Jerry West scored 35 and 31 apiece as they held off a Knicks rally and won the championship 119-115. The Lakers had the best record with a 63-19 won-lost. Wilt had the best F.G. percentage with a fantastic 79%, as in real life! Jabbar won the scoring crown with a 35.9 average; Archibald was second with a 34.2 average. Wilt had a 19.8 rebounding average and Archibald won the assists title with a 10.4 average. Bob McAdoo won Rookie-of-the-Year, just beating out Paul Westphal of Boston for honors. Calvin Murphy of Houston proved to be a great third guard, scoring 14.9. The great shooting of Lou Hudson and Pete Maravich was amazing; Lou with 27 points a game and Pete with a 26.7 average! Bob Lanier made 20 baskets and Jim Barnett of Golden State also made 20 baskets as Bob had 45 points and Jim had 43, and Detroit won 119-109. Cazzie Russell came in for Rick Barry because Curtis Rowe was doing a great defensive job on Barry. Cazzie responded with 20 points but was injured in the fourth quarter. After Cazzie went out, John Mengelt, Lanier, Rowe and Don Adams went on a scoring tear outscoring Golden State 40 to 28. Dave Bing and Jeff Mullins had a good defensive battle between them. Kansas City-Omaha had the best quarter scoring — 53 points in ONE quarter! Thanks for a super game!

CHRIS TAMURA 27 South Salinas Santa Barbara, Calif. 93103

I am writing to inform you that your Pro Basketball Game is super. I have made a way to have a one-on-one. It is coming along super. The great players are winning and there are still some upsets. I sure am going to send away for the new cards.

RICHARD DeLANGE 3731 Dresher Road Cornwells Heights, Pa. 19020

I have your pro basketball game, given to me as a gift from my friend. It's the most realistic basketball game around. The players' personal performances and their teams' performances are unbelievably true-to-life. It's become a big part of my spare time and I've already started my own league. Your company is the best.

MARK SHANAHAN 3028 Wicklow Drive Toledo, Ohio 43606