

Now, At Last, APBA Basketball Is Here!

The APBA Pro Basketball Game now makes its debut!

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We waited until we had it right — perfected for the fan who is particular — worked on and worked over until it measured up to APBA quality. Like our baseball, football and golf games,

Based on 1965-66 NBA Season

This first edition of the APBA Pro Basketball Game is based on the 1965-66 National Basketball Association season, the one just completed this past spring, and contains all nine teams of the '65-'66 NBA season, represented with ten players per team — a total of ninety players.

Like all other APBA player cards, these are $3\frac{1}{2}$ " x $5\frac{1}{8}$ " with an additional detachable player's name tab for use in deploying the players on the basketball court as each offensive play pattern takes shape. Each player is rated according to his individual offense and defense ability on the basis of his overall league reputation and then on a specific seasonal statistical basis he is rated

the basketball game was designed to capture the excitement of managing and directing the play of the real-life personnel, combined with a realistic reproduction of the game of basketball as it is played by the pros.

And now finally, in 1966, it makes its appearance and we are offering it first to you, our army of devoted fans, before we present it to the general public. We know you're going to agree that it was well worth waiting for. We didn't rush it — just to put another game on the market. We have a reputation to maintain, and we're satisfied that in the APBA Pro Basketball Game we have maintained it.

follow each of the thirty-six black dice roll numbers. There is a P (passing) column, a D (dribbling) column and the third column, S, is the shooting column which, in an intricate way, reflects separately the player's field goal percentage and his free throw percentage as well! The free throw percentage of each player will hardly vary at all from his real-life figure of the 1965-66 season. The field goal percentages can be raised or lowered to a slight degree by the normal variances of floor play. Astute guarding on the part of the defense, for instance, and improper use of the best assist men on the part of the offense could impair a player's normal field goal percentage. Of course, opposite conditions from these will contrarily enhance the player's percentage somewhat, so on a full season basis you can count on the field goal percentage of each player to average out to just about his real-life figure.

The passing and dribbling columns are computed to reflect the player's floor play and general ball handling ability, and his assists-per-game average is accurately reproduced in his passing column to the extent that his passes to a teammate trying for a field goal will have a specific bearing on the probability of a successful basket. Thus your high assist men will be the same as those in real-life! Look for Oscar Robertson, Guy Rodgers, K. C. Jones, Jerry West and Howard Komives to be your top assist men, too!

Los Angeles, Philadelphia and Boston will dominate your league just as they did in real-life and the Knickerbockers and Pistons will do poorly no matter how you may coach them.

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Basketball is a sport difficult to reproduce in a table game. Others have tried and have been found wanting. To simulate offense and defense play, to include all the aspects of ball handling and general floor play, to devise a realistic timing system and still arrive at realistic final scores is a formidable challenge.

APBA has successfully dealt with this challenge and now presents a basketball game which not only reproduces the playing personnel in typical APBA fashion but reproduces all the features and excitement of the game of basketball itself!

If it happens in a basketball game, APBA Pro Basketball has it —

- * The whole gamut of floor play — dribbling, passing, stolen balls, intercepted passes, wild passes, loose balls, jump balls, inbounds plays, fast breaks, rebounds play, the full court press.
- * Varying field goal shooting effectiveness from the varying floor distances. Set shots as well as shots made off passes.
- * Planned offense play patterns and counter defensive measures.
- * The complete fouling structure of basketball — both personal and technical. Time-out violations and intentional fouling, too.
- * A timing system based on the actual volume of floor play, so the less passing and dribbling you do, the higher are likely to be the scores, 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.

You Can Play It Alone, Too!

Just like our other games, APBA Pro Basketball can be played either competitively or by one's self. Simple instructions are included for solitary play. This makes the game an especial delight for those who enjoy playing-off season schedules to compare their own personnel and team statistics with the real-life ones. APBA games have no peer in this consistently accurate reproduction of team and personnel records.

What APBA has done in baseball, football and golf has now been attained with basketball, and as always, without any sacrifice of the excitement of game play for the monotonous boredom of pure mathematics.

We know that APBA's Army is going to like this one, too!

APBA GAME COMPANY, INC.

53 Eastman Avenue, P.O. Box 1447

Lancaster, Pennsylvania 17604

HOW THE APBA PRO BASKETBALL GAME IS PLAYED

The APBA Pro Basketball Game is played by actually deploying the five offense 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 and surrounds 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 offense play.

Suppose, for example, we are playing Boston against Philadelphia. We start the game with a center jump and this is done with one roll of the dice which will determine not only the team that retrieved the ball but in which floor section on its half of the court it will begin its play pattern. All this is done simply by referring to the Jump Ball Column on the playing boards and applying each team's Jump Ball Index to this column. The Jump Ball Indexes are based on the total relative offensive ability of each team's five players on the floor at the time of the dice roll. Injuries and disqualifications, of course, can weaken a team's Jump Ball Index.

Let us suppose that on this dice roll the 76ers got the jump and the Jump Ball Column specified floor section F. (It could have been a floor section closer to the basket but by design the chances for it 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 Philadelphia players you prefer. Back here you'll probably use a guard like Hal Greer to start working the ball in. 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 dice-rolls you may pass to another player or dribble to another floor section or attempt a shot at the basket, but on the third roll, the player with the ball, whoever he may be at that time, must try for a field goal or else the 24-second rule has then been violated and the ball goes over to the opponents.

Your play choices prior to each dice roll are made known by the use of offense play cards, of which there are eight. One of these is placed face down before each dice roll and the defense counters with both a defense play card and a word of mouth declaration which may or may not lessen the offense's chances of a successful pass, dribble or shot attempt, depending upon what the offense play card happens to show 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 maintained.

All shots, passes and dribbles are made by a roll of the dice which is applied to the card of the player doing the shooting, passing or dribbling. You look for this dice-roll number on his card, then to the red number opposite it in either the shooting (S), passing (P) or dribbling (D) column of his card, depending upon which you are doing at the time. This red number is then located on the appropriate playing board to get the result of this particular attempt—whether it be a shot, a pass or a dribble. There are several points of reference to be noted before looking for this board number, such as which floor section the play is in, where the play is going and whether or not the defense had anticipated the "move."

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. Of course, the ball can be lost, too, on missed field goal attempts on which the opponents get the rebound.

Whenever the opponents get possession of the ball they have the option of trying for a fast break to their half of the court or by working the ball in the same manner described above following the center jump—the three-dice-roll play pattern.

All inbounds plays and jump balls take into account the relative advantage one team has over the other in real-life. With two evenly matched teams like Boston and Philadelphia there would be little advantage one way or the other.

On rebounds, too, the team with the better rebounders will always have the advantage regardless of the relative offensive and defensive ratings.

The complete playing instructions for the APBA Pro Basketball Game are contained in a detailed instruction booklet which is explicitly indexed for easy reference until all phases of the game are completely absorbed.

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C. O. D. orders will not be accepted. They entail separate and additional paper work for us; also they require you to pay an additional 70¢, C. O. D. fee.

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Please allow several weeks for delivery. We anticipate a voluminous response to this initial presentation of the game and we cannot accept any orders conditional on meeting a specified delivery date.

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The 1966-67 season cards (10 teams, 100 players) will be available in July or August, 1967.

Like all other APBA player cards, these are $3\frac{1}{2}$ " x $5\frac{1}{8}$ " with an additional detachable player's name tab for use in deploying the players on the basketball court as each offensive play pattern takes shape. Each player is rated according to his individual offense and defense ability on the basis of his overall league reputation and then on a specific seasonal statistical basis he is rated for rebound ability and his personal foul frequency and his susceptibility to injury and fatigue. You can expect Wilt Chamberlain, Bill Russell, Jerry Lucas, Nate Thurmond and Walt Bellamy to be just as high in rebounds for you as they were during the 1965-66 NBA season! And you're going to have to pull out fellows like Tom Sanders of Boston and Zelmo Beaty of St. Louis in mid-game sometimes so they don't disqualify themselves on personal fouls, if you want to be sure of having them for top team strength in the final period of the game. On the other hand, the "48-minute men," like Wilt Chamberlain, Oscar Robertson and Jerry Lucas will seldom "foul out" or get injured for you either.

The APBA two-digit dice system activates each player's passing, dribbling and both field goal and free throw shooting, through the use of three columns of individually computed figures. These figures, in red,

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ORDER COUPON

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Lancaster, Penna. 17604

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Send postpaid to:

Name (first name) (middle name) (last name)

Address

City State ZIP