

PLAY APBA PRO LEAGUE FOOTBALL AND COACH ALL THE NATIONAL FOOTBALL LEAGUE TEAMS!

THE MOST MINUTE DETAILS OF FOOTBALL

In APBA, as in real-life, the going gets more difficult as you approach your opponent's goal-line. You will find that the same play, just as expertly executed as when you were back on your own ten yard line, will not yield nearly the yardage when within your opponent's thirty yard line. Moving up within his ten yard line, where his defenses are even more closely drawn, you'll have to claw your way by astute play calling and the resourceful use of your playing personnel.

A short pass has a better chance of working than a long pass and your power play into the line is always your best bet when you need just a yard or two, but be sure you use a plunging halfback or a pile-driving fullback on this play, for a player's ball carrying average alone does not qualify him for success on every type of play!

In APBA, too, out-of-bounds plays stop the clock, as do incomplete passes, and you have optional timeouts you may call as you approach the end of the half and the end of the game. Injuries and penalties come up with realistic frequency, and the penalties are "called" while the play is running, not before it even starts as in other table football games. In APBA the play is called back AFTER IT IS RUN and you do not know what the penalty is for or which team it is called against until after the play is stopped! The excitement of wondering whether the long run is going to count or be called back is as vivid in APBA as in real-life!

Intercepted passes and fumbles fall into the hands of those players who are most likely to snare them in real-life, and on every play, from kickoff to final whistle, you will thrill to the realistic detail of every phase of the offense and defense as you play your APBA Pro League Football Game.

HOW TO ORDER THE APBA PRO LEAGUE FOOTBALL GAME

The APBA Pro League Football Game is made of durable card stock and consists of three 14-ply playing boards, printed both sides and measuring 16½" x 14½", an Onside Kick Chart and a 20-ply, 3 color football field 14" x 11", also a plastic football and 1st-down measuring stick, 780 players' cards in twenty-six team envelopes, 2 pairs of dice, 2 dice shakers, a set of play cards and a roster sheet which lists the players in the order of most frequent usage at each position and designating those used for punting, place kicking, returning punts and kickoffs, etc. Complete instructions for playing the game are contained on the playing boards.

WE PAY THE POSTAGE

The price of the APBA Pro League Football Game is \$16.95 postpaid. In Canada and other foreign countries of the Western Hemisphere the price is \$17.50 U.S. dollars postpaid. In any other part of the world the price is \$18.00 U.S. dollars postpaid. ALL PENNSYLVANIA PURCHASERS MUST ADD 6% SALES TAX, MAKING THE PRICE \$17.97 IF YOU LIVE IN PENNSYLVANIA. The game is packed in a box 17" x 15" x 1½" and is mailed to you by parcel post — seven-pound rate.

Purchasers from Canada and other foreign countries should know that any additional cost in the form of import duty is imposed by their own government, not by APBA.

If you want the game mailed special delivery (IN THE UNITED STATES ONLY), add 90 cents to the purchase price. If you wish to have the game airmailed, you can inquire at your local post office for the air parcel post charges on a seven-pound package to Lancaster, Pennsylvania. This amount must be added to the purchase price.

Postal regulations do not permit a package of this size to be airmailed to certain APO or FPO addresses overseas. Inquire first whether parcels may be airmailed to your APO or FPO address.

We do not accept C.O.D. orders. They involve separate handling and time-consuming paper work for us and also require you to pay an additional 70 cents C.O.D. fee.

THE APBA PRO LEAGUE FOOTBALL GAME CAN BE PURCHASED ONLY FROM LANCASTER, PENNSYLVANIA AND WILL NOT BE SOLD ON APPROVAL AND NO REFUNDS OR EXCHANGES WILL BE MADE AFTER AN ORDER IS RECEIVED AND PROCESSED. ALL SALES ARE FINAL, BUT WE DO GUARANTEE THE GAME TO BE PRECISELY AS DESCRIBED IN THIS FOLDER. ©1971

ORDER COUPON

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APBA Game Company, Inc.
1001 Millersville Road
Post Office Box 1447, Lancaster, Penna. 17604

Enclosed is \$16.95 (\$17.97 in Penna.) (\$17.50 U.S. or \$18.00 U.S. foreign) for my APBA Pro League Football Game.

☐ I have enclosed an additional \$2.00 (\$2.12 in Penna.) (\$2.25 U.S. and \$2.50 U.S. foreign). Please send also the 104 additional player cards — four for each team.

(NO C.O.D.'s, please).

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 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.

FOOTBALL FAN:

Your APBA football player sample card is enclosed. This is one of the 780 players' cards contained in the 1972 edition of the APBA Pro League Football Game.

NOW THE PRO LEAGUE COMES TO YOU!

With these 780 cards — 30 for each of the 26 teams in the 1970 National Football League season — you actually reproduce the Pro League in your own home! With you as league commissioner, team owner and coach, the performances of all the individual players and the teams they comprise will come to life for you on your living room table!

In this 1972 edition of APBA Pro League Football all 780 players will perform for you on both defense as well as every phase of offense, exactly as they did in the 1970 National and American Football Conferences.

PASSING AVERAGES ARE UNBELIEVABLY SIMILAR

You can look for John Brodie to average his actual 59.0% completion performance and throw about twenty-four touchdown passes just as he did in 1970. His rate of interceptions will be just as similar, too. Even though the ability of the pass receivers is also a factor in the success of APBA quarterbacks, their individual passing records are nevertheless accurately reproduced in this amazing football game. Moreover, the defensive strength of the opposition, and additionally the opposition's defensive backfield, may deter the effectiveness of a team's superior passing combination!

EVERY PHASE OF BALL CARRYING IS REPRODUCED

The ground offensive of APBA football is an incredibly precise feature of this fabulous game. Not only will every player, like Floyd Little, Ron Johnson, Larry Csonka and Larry Brown maintain their league yardage average per carry, including their long-run break-aways, but also will the yardage averaged on punt and kickoff returns by the backs who specialize on the kick-return platoons. You may be sure, for example, that Cecil Turner, Jim Duncan and Lamar Parrish will be high among the kickoff return leaders, with Ed Podolak, Bruce Taylor and John Mallory topping your list of punt return leaders.

Every player, not just the stars, may be depended upon to run with the same degree of proficiency in APBA as he does in real-life. Even the defensive players, all interior linemen, as seldom as they get an opportunity to run with the ball, will nevertheless respond according to type, approximating what meager record they may have on recovered fumbles, blocked kicks or intercepted passes. Whether they be defensive halfbacks or 260-pound tackles, if they made any long runs or averaged good yardage on just a few attempts in real-life, they will do it for you in APBA, too.

But this is not the end of the realism. The type of running at which the player may be most adept also is reproduced in the APBA Pro League Football Game. You know that some backs are strong on power plays but less effective when running outside on wide sweeps. APBA's backs are no different! Norm Bulaich of the Colts, for example, will be a better yardage gainer for you if you use him chiefly up the middle. Yet Donny Anderson of the Packers will do better for you on the outside running plays. Still others, like Hewritt Dixon and Walt Garrison will be equally effective on both types of plays!

As you call your plays and see your own pro league players in action, you'll watch in delighted disbelief as each player runs, passes and kicks exactly as you have seen him at the stadium or on television!

THE KICKING AVERAGES WILL AMAZE YOU

Dave Lewis of the Cincinnati Bengals will average his league-leading forty-six and a fraction yards on punts, and all of the other punters, too, not just the leaders, will maintain their actual season averages, yet still getting off a booming long one occasionally and some short bloopers as well. If they had some blocked in real-life, there will be the same possibility in APBA.

But the most amazing kicking feature of the game is in the place kicking phase. On points after touchdowns the "never-miss" booters are just as precisely proficient in APBA but as they kick for greater distances on their field goal attempts, their proficiency lessens, but by the same percentages as in real-life! Yes, you can count on Fred Cox, Jan Stenerud, Dave Ray and all the others to give an exciting true-to-life performance for you on your own home gridiron!

YOU ARE THE COACH ON EVERY PLAY

Coaching alone will seldom win games for you in APBA. If you don't have the players or you're plagued with injuries, you'll find it just as tough to win as in real-life. You will find that winning games when coaching the Patriots or the Saints is a difficult undertaking.

APBA Pro League Football covers every aspect of professional football and, as coach, you will decide which players will fill each of the eleven positions on your offensive and defensive platoons. You will decide when to make substitutions in your line and backfield as the game progresses and you will call all the plays and name the players who will carry the ball, throw the pass and receive the pass.

You will call in your punter or place kicker, as the situation suggests, and when receiving punts and kickoffs, insert your best deep men for handling the returns.

You will control in every respect, not only the players, but the plays your team will employ to advance the ball or attempt to stop your opponent's advance.

APBA Game Co., Inc. • P.O. Box 1447 • Lancaster, Pa.



DEFENSIVE MANEUVERS WILL DELIGHT YOU

APBA Pro League Football is not just a contest of offense against offense. It is a scientifically devised reproduction of all the pro league players, including their defensive as well as their offensive skills. It is a game of individual talents, not of relative, statistical team strengths. For example, if you were to trade Bob Lilly of the Cowboys to New York, he would add definite measurable strength to the Giants' defensive platoon. Yet whatever a team's defensive strength may be, you as coach must utilize it to its best advantage by proper diagnosis of your opponent's offensive pattern!

You try to analyze your opponent's offensive strategy and then set your line to best cope with the type of play you anticipate. If you have analyzed correctly, you will have stopped, or at least lessened, any gain on the play. And you can do more! You can even concentrate your defenses on the player you think will carry the ball or try to catch the pass on each impending play! If you guess right, you may even smother the play completely!

You can make substitutions to strengthen your defense or take out players just to protect them from injury in order to have them in readiness for a tough goal-line stand later in the game.

THE APBA GAME GIVES YOU 780 INDIVIDUAL PLAYER CARDS

104 ADDITIONAL CARDS ARE AVAILABLE

No other football game gives you the high quality player card that APBA Football gives you, nor does any other game give you as many cards. There are 780 individually computed player cards included with the APBA Pro League Football Game — all of the same fine quality as the sample card that accompanies this brochure.

These 780 cards provide you with thirty players for each of the twenty-six teams that comprise the National and American Football Conferences. The cards are printed and assembled in complete sets and must be sold in complete sets. We cannot break sets to sell just one conference or individual teams.

For those fans who want more than thirty players per team, there are available four additional player cards for each of the twenty-six teams — a total of 104 individually computed cards. A list of these 104 additional players is included with the game, but if you should want to order these 104 extra cards with the game, you may do so by remitting an additional \$2.00. Pennsylvania purchasers must add \$2.12 and for those in Canada, Mexico and other foreign countries of this hemisphere, the price is \$2.25. Elsewhere in the world the price is \$2.50.

HOW THE APBA PRO LEAGUE FOOTBALL GAME IS PLAYED

The action in APBA football is initiated with the well-known APBA dice, identical to those used in the APBA Major League Baseball Game, the APBA Pro Basketball Game, the APBA Horse Racing Game and the APBA Professional Golf Game. These dice, one a different size and color from the other, are not added as in regular dice shooting, but instead combined. For example, a four comes up on the large red die and a six on the small white one. This is not "10" as it would be with conventional dice, but "46" — the large red die number always being the first number of the two-digit figure. If the dice had rolled out with the six on the red and the four on the white, the figure would be "64".

Thus there are thirty-six possible numbers you can roll with APBA dice, as you can see on the enclosed sample card of John Brodie. The black numbers, beginning with eleven and ending with sixty-six on all cards, represent the thirty-six different numbers that can be rolled — but unlike regular dice, each of these numbers has a precisely equal chance of coming up, which is the basis of the mathematical accuracy of the APBA game. This mathematical consistency of the APBA dice, combined with APBA's finely detailed card-making formula, produces the unbelievably realistic individual player performances at which APBA fans throughout the nation and foreign countries, as well, never cease to marvel.

This unerring mathematical consistency, as explained above, must of course be applied to all the offensive categories of the game of football. You will observe on the John Brodie card that there are three columns of red figures following each black dice number column. The columns are headed, "R" "P" "K", representing the three offensive categories of football — running, passing and kicking, and, depending upon which of the three you choose to execute on any given play, you will refer to that particular column after you have rolled the dice.

The running and kicking columns actually combine three phases of these categories, for by a

PLUNGE PLAY												R—COLUMN ON BALL CARRIER'S CARD											
ard Line												Between Defensive Team's 10 (incl.) Yard Line and 30 (incl.) Yard Line											
C			A			B			C			C			C			C			C		
7	8	9	5	6	7	5	6	7	5	6	7	5	6	7	5	6	7	5	6	7	5	6	7
4	8	Touchdown	1- 22	28 OB	Touchdown	14	21	28 OB	9	14	21	1	1	1	1	1	1	1	1	1	1	1	1
8	Touchdown	Touchdown	2- Touchdown	Touchdown	Touchdown	28	Touchdown	Touchdown	12	19	Touchdown	4	4	4	4	4	4	4	4	4	4	4	4
2	1	0	3- 7	5	3	5	3	1	4	1	0	3	3	3	3	3	3	3	3	3	3	3	3
3	2	1	4- 17	8	5	11	5	3	8	3	2	1	1	1	1	1	1	1	1	1	1	1	1
1	0	0	5- 4	3	2	3	1	1	3	1	0	2	2	2	2	2	2	2	2	2	2	2	2
2	1	1	6- 12	5	3	7	3	2	5	2	1	1	1	1	1	1	1	1	1	1	1	1	1
1	0	-1	7- 3	2	1	2	1	0	2	0	0	1	1	1	1	1	1	1	1	1	1	1	1
2	1	-	8- 9	3	2	3	2	1	4	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	1	-	9- 2	1	0	1	0	0	1	0	-1	2	2	2	2	2	2	2	2	2	2	2	2
2	1	-	10- 7	2	1	3	1	1	2	1	0	1	1	1	1	1	1	1	1	1	1	1	1
11- 1	4	0	-1	0	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
12- 4	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
13- 6F(d7)	4	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
14- 14	6F(e11)	4F(1)	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
15- 13	9	6	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
16- 14	10	7	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
17- 8	6	4	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
18- 10	7	5	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
19- 5	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20- 6	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
21- 2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
22- 4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
23- 0	-1	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
24- 2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
25- -1	-1	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
26- 0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
27- -1	-1	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
28- 0	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
29- -1	-1	-2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
30- 0	-1	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
31- -1	-2	-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
32- -1	-1	-2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
33- 5	2	2	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)	0F(e5)
34- 1F(e8)	0F(d7)	4	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)	0F(d7)
35- 0T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)	-1T(2)

complex formula the R column will reflect a player's ability in power running only, broken-field speed running only, or a combination of both. The kick (K) column will accurately reflect place kicking only or punting only, or as in the case of Don Cockroft of the Browns, a proficiency in both punting and place kicking, and these abilities are not reflected in just a general way but within a yard or two of his actual yardage average in the case of punts, and in place kicking, within a few points of his actual field goal and point-after-touchdown percentages.

The passing (P) column accurately reflects the quarterback's pass-completion percentage and it takes into account both long and short passes, touchdown passes, intercepted passes, the ability of the receiver, the strength of the defense, including not only the overall defense but the defending abilities of the four defensive backs, the point on the field from which the ball has been put into play from scrimmage and the defensive decisions of the defending coach.

Now let us take a specific example, as shown on the accompanying photograph. In this instance

name John Mackey as the player's card you have placed on the table, but you crossed me up, for your play card when turned over shows that you have called for a power play into the line and your player carrying the ball is Norm Bulaich!

Now you roll the dice for Bulaich and get a 55. On Bulaich's card in the R column this is a 17. Now we go to the PLUNGE PLAY section of the playing boards and first find the portion pertaining to plays when the offense has the ball in its own territory. Then looking under B index with a 4-man line we find that Bulaich bulled his way for a 7-yard gain. We move the plastic football on the playing field up 7 yards and see by the plastic first-down marker along the sideline that Baltimore has just three yards to go for a first down. This is another full play. Put another pencil stroke on your score sheet where you are timing the game.

Second down, three to go. What do you do now? More power plays into the line to get that first down? No, they might be expecting that, so you drop your Short Pass play card face down along with Roy Jefferson's card who will be the target for Unitas's pass. Now you roll the dice and come up with a 45. You look at Unitas's card, in the P column this time, opposite dice number 45 and find it to be a 16. Now we look at the SHORT PASS section of the playing boards and find number 16 under B index. With the ball still well back in your territory, on your 29, I was playing a 4-man line and we find that 16 is incomplete, so we broke up your pass. This is a half-play, so we mark just a half-stroke on the score sheet.

Now it's third down and still three to go. Now what do you do? But we're going to leave you there to ponder it for yourself, for we think you have by now gotten the idea as to how the APBA Pro League Football Game is played. It's just as simple as described above and with the complete instructions you'll find on the playing boards it will be a great deal more simple when you have the actual game before you. There are a few more realistic details than described here, but you need not observe them until you have run through a few practice plays.

The game basically hinges on the proper observance of three playing board reference points. Following each dice roll you refer to that section of the playing boards named by the upturned play card — Long Pass, Short Pass, Plunge Play, etc. Then you find the correct column by simply observing three reference points — (1) the yardline on the field where the ball is positioned at scrimmage, (2) the Offensive Index of the team in possession of the ball and (3) the line setting named by the defense coach.

These three factors give you the proper column for the particular play that was called. The red number on the player's card, indicated by the dice

the offensive coach had called for the plunge play by laying face down the Plunge Play play-card and named Charlie Trippi to carry the ball by also laying his card face down. (Trippi's card is from the Chicago Cardinal's team of 1948, one of APBA's eleven Top Pro Clubs of the Past which are not included with the regular game set but are available for use with the game.) Then after turning over the two cards he rolled the dice which, as shown, came out "66". The ball was on the 27 yard line at the time, so we use that section of the Plunge Play board marked "Between Defensive Team's 10 and 30 yard line." On Trippi's card, under the R column, the dice number "66" is a 1. Now we have just two reference points to observe, the Offensive Index of Charlie's team, the Chicago Cardinals, and the line setting called by the defensive coach on this particular play. Suppose that Chicago is playing against an evenly matched team and the Offensive Index is thus in the B section of the board and the defensive coach called for a six man line. We then look under 6 in the B section and see that a 1 nets 21 yard gain. If by chance, however, the defensive coach had anticipated that Trippi would carry the ball and had named Trippi after his card was drawn, then we drop down two numbers to 3 instead of 1 on the board and find that the gain was only 3 yards because the defense was laying for Trippi on this particular play! If just one person is playing the game, these defensive decisions are made by a simple dice rolling method described on the playing boards.

The passing and kicking is basically the same except that the P and K columns are used on the player's card and the passing and kicking playing boards are used to find the play result. Of course, the linemen and other players, who have no passing and kicking averages, are given low ratings in these categories and should any of them have to be used as a result of an accumulation of team injuries, they will perform just as poorly as would any untrained player who attempted to pass or punt against the top professional competition of the country.

roll, will refer you to the proper line in this column and there you will find the yardage gained or lost on the play. On any kind of running play, you always use the R column on the card of the player who is carrying the ball. If the play called is a pass play, you use the P column on the quarterback's card after the pass receiver has been designated, of course.

You continue to move the ball in this manner until a first down is made or you are forced to punt, as you would in a true-to-life football game. When you punt, place kick or kickoff, you use the K column on the card of the player who does your kicking.

During the course of the game all the possible plays of football will arise, and with realistic frequency, too — fumbles, penalties of all types, injuries, intercepted passes, long runs, blocked kicks, etc.

Provisions are made in the rules to prevent the over-use of any one star runner or receiver, which would, of course, exaggerate the offensive strength of his team.

A complete game can be played in approximately one hour and the game is timed by an accurate method, included with the instructions, which provides for the same average number of complete plays that occur in real-life professional football, regardless of how much actual clock time you may take to complete the game. The more often you play the APBA game, the faster you will be able to finish a complete game. A complete league schedule of fourteen games per team could be played off in a matter of weeks. Many of our fans send us their statistics of complete schedule play-offs with elaborate individual, as well as team, records for ball carrying, passing and kicking.

The instructions explain how one person can play a game by himself, handling both offense and defense, so an entire league schedule might be played by one or more persons, on up to twenty-six, each coaching only one team during the course of the season. Keeping league standings and individual player records in ball carrying, passing, receiving, punting, place kicking, scoring, makes the APBA Football Game even more fascinating.

The scientific realism of APBA football will thrill you beyond description. No other game offers such true-to-life excitement. If you are a rabid fan of the gridiron sport, you cannot tire of the APBA Pro League Football Game, and if you follow professional football only half-heartedly or perhaps not at all, you will be surprised and delighted, as have been others, how quickly and thoroughly the APBA game will acquaint you with the teams and players of professional football and develop your interest and knowledge of the game of football itself.

NEW SETS OF PLAYER CARDS EVERY YEAR

Several weeks prior to the start of the football season each year a completely new set of player cards, based on the previous year's records and team rosters, is made available.

It is, of course, not necessary to obtain these new cards in order to continue to to play the APBA Pro League Football Game, but all customers are notified annually, in July, provided they keep us advised of any change in their address. It is important that you do not place your order for new cards before receiving this New Card Notice. If you have not received the notice by August 1st, please let us know.

The cards in the current, 1972, edition of the game are based upon the 1970 National Football League season. The 1973 edition, based on the 1971 season, will be available about August 1972.

Since the merger of the American and National Football Leagues the two leagues must necessarily be combined into one set, making an unusually large number of player cards. The cost of producing and delivering 780 player cards of this quality is very high, but we have nevertheless held the price to a figure relatively low, considering the ever increasing costs.

APBA makes no player cards for the Canadian Pro League or for college football.

PREVIOUS YEARS' CARD SETS

Many fans are interested in obtaining complete card sets from previous years' editions. We still have complete card sets based on the NFL seasons of 1957 and 1969 only. These are the cards only, not the complete game, and sell for \$7.50 postpaid, including a roster sheet. If you live in Pennsylvania add 45 cents sales tax. The foreign prices are \$8.25 U.S. and \$8.50 U.S. postpaid. All other editions are sold out and no longer available unless purchased in a used condition from other customers. The APBA Game Company does not buy and sell any used merchandise. The only previous editions of the American Football League cards available are the 1964 and 1965 seasons at \$4.00 per set, \$4.24 in Penna. and \$4.40 U.S. and \$5.00 U.S. foreign.

For use with the APBA Pro League Football Game we also offer several Top Pro Clubs of the Past, a list of which is included with the game, but if you want this list in advance, together with the prices of the separate parts of the game, send fifteen cents and ask for Form A71. The roster sheet of the current edition of the player cards, both NFC & AFC, is available for twenty cents. Do not send pennies.

Realistic Usage Will Give Realistic Results

In order to attain the most true-to-life statistical results for the individual players, they should be used with about the same frequency as they were in the season upon which the cards are based. For example, if you play off a complete 14-game schedule with the current set of cards and Jess Phillips is to make his four-yard-per-carry average, as he did in 1970, you should try to have him carry the ball approximately the 163 times he actually carried in real life. Likewise, a pass receiver, like Marlin Briscoe, should be used approximately the same number of times as he was in real-life. Gary Cuozzo should throw about 257 passes for your own Minnesota team. Occasional discrepancies in some of the player statistics compiled by our customers may invariably be attributed to just such deviations from the actual usage figures.

There are a number of pro football magazines on the news-stands which give these complete individual player statistics. Your interest in and knowledge of professional football will be heightened if you follow these statistics.

This rigid statistical usage of the players, however, is necessary only for the "figure filberts," those who enjoy compiling records and making comparisons, for no matter how the game is played, the relative team strengths and individual player potentials will not be altered. The better teams still will be on top and the poorer ones on the bottom, and you will be able to rely on your ball carriers, passers and kickers to perform with the same relative abilities they demonstrated in real-life, no matter how you use them. Larry Brown will be the same outstanding ground gainer for you and John Brodie will prove to be the same deadly passer in your league, too!

APBA Game Co., Inc. • P.O. Box 1447 • Lancaster, Pa.

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