

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

FOOTBALL FAN:

Your APBA football player sample cards are enclosed. These are two of the 780 players' cards contained in the 1976 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 1974 National Football League season — you actually reproduce the Pro League in your own home! With you as league commissioner, team owner and coach, each of the individual players and the teams they comprise will seem to come to life for you on your living room table!

In this 1976 edition of APBA Pro League Football all 780 players will perform for you on both offense and defense, in every phase of play, exactly as they did in the 1974 National and American Football Conferences.

PASSING AVERAGES ARE UNBELIEVABLY SIMILAR

You can expect Ken Anderson, for example, to average about 64.9% completions and about 3.0% interceptions, just as he did for the Bengals in 1974. And not only are the individual skills of NFL quarterbacks reproduced in this game, but also the ability of their receivers. No matter how talented the quarterback and his receivers, though, the strength of the defensive unit they are facing will be a significant factor in the success of their aerial game. In addition, a unique APBA innovation will insure that the league's top interceptors, like Emmitt Thomas and Tony Greene, will top your list of pass thieves as well.

EVERY PHASE OF BALL CARRYING IS REPRODUCED

The ground offensive scheme of APBA is just one of the incredibly precise features of the game. Not only will rushing stars like Otis Armstrong and Lawrence McCutcheon maintain their seasonal yardage average per carry, but they will also demonstrate the same propensity for long, breakaway runs as they did in real-life. This authenticity applies to all runners, not just the stars. Defensively, both backs and linebackers will approximate their actual performances in returning intercepted passes, and even interior linemen will respond realistically should they attempt to run with recovered fumbles or blocked kicks.

But this is far from the end of the realism. You know that some backs are effective on power plays, but lack the speed or the agility to be frequent threats on outside running plays. APBA's backs are no different! For instance, the Raiders' Marv Hubbard and the Eagles' Norm Bulaich will be best on inside running plays, while the Patriots' Mack Herron and the Browns' Greg Pruitt will be most dangerous running to the outside. Still other backs, like the Vikings' Chuck Foreman and the Packers' John Brockington, will be equally effective on both types of plays.

Furthermore, the skills of specialty men are just as critical in APBA as they are in the NFL. Explosive kickoff return men like Terry Metcalf and Larry Jones and punt returners like Lemar Parrish and Lynn Swann will give you the same opportunity for a sudden, stunning touchdown that they gave their real-life coaches in 1974. Kickoff and punt returns are by no means a cut-and-dried affair in APBA, for there are more than 100 possible outcomes on each return, including the possibilities of fumbles and penalties, as well as occasional player injuries. Some punts will sail out of the end zone or bounce out of bounds, some will roll dead, and some will be fair caught, and of course there will be no return whatever on these. But when you tabulate your final statistics, you'll very likely find your league leaders to be none other than Metcalf in kickoff returns and Parrish in punt returns.

THE KICKING AVERAGES WILL AMAZE YOU

Jerrel Wilson of the Kansas City Chiefs will average about 41.7 yards per punt. Every other punter, too, will maintain his actual season average while getting off a booming long one occasionally and some short bloopers as well. A punter who had one or more punts blocked in real life will have the same tendency in APBA.

But the most amazing kicking feature of the game is 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, by the same percentages as in real-life! Yes, you can count on Chester Marcol, Roy Gerela, Garo Yepremian and all the others to give an exciting true-to-life performance for you on your own home gridiron! The field goal is just as valuable an offensive weapon in APBA as it is in the NFL.

YOU ARE THE COACH ON EVERY PLAY

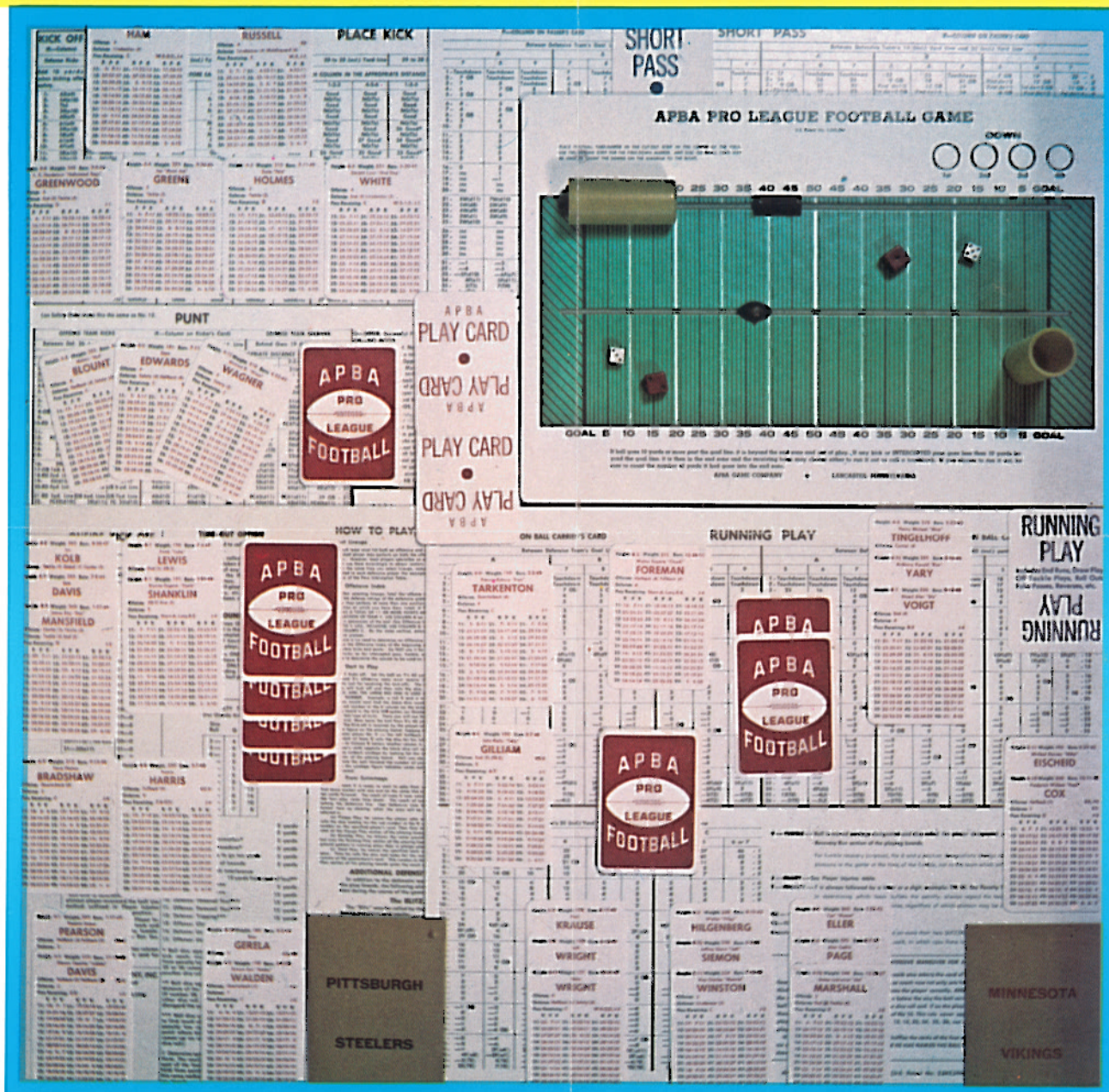
Coaching alone will seldom win games for you in APBA. If you don't have the players or you're plagued with injuries, you'll find it just as tough to win as in real-life. You will find that winning games when coaching the Colts or the Giants is a difficult undertaking.

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 each pro league player's particular skills, both offensive and defensive. It is a game of individual talents, not of generalized overall team strengths. For example, if you were to trade Joe Greene of the Steelers to St. Louis, he would add definite measurable strength to the Cardinals' defensive platoon. Yet whatever a team's defensive strength may be, you as coach must utilize it to best advantage by proper diagnosis of your opponent's offensive pattern!

You must 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 prevent, or at least decrease, any potential 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 be the intended receiver on each impending play! If you guess right, you may even stymie the play completely!

AND YOU CAN CALL FOR THE "BLITZ" WHEN YOU THINK IT'S TIMELY! YOU CAN DEPLOY A SPECIAL DEFENSE AGAINST AN "INSIDE" RUN OR AN "OUTSIDE" RUN WHEN YOU THINK IT'S COMING, ALWAYS WITH THE CHANCE OF SMOTHERING THE PLAY IF YOU "GUESS" CORRECTLY!

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 cards that accompany 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 separately.

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 \$2.25. Pennsylvania purchasers must add \$2.39 and for those in all foreign countries the price is \$2.50.

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 same yardage within your opponent's thirty yard line. Moving up within his ten yard line, where his defenses are even more closely bunched, you'll have to battle your way to the end zone by astute play calling and the resourceful use of your playing personnel.

A short pass has a better chance for completion 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 rugged 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 incompleting 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 penalty is revealed AFTER THE PLAY IS RUN, so 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 a 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 in every phase of 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 on both sides and measuring 16½" x 14½", an Onside Kick Chart, a 20-ply, 3 color football field 14" x 11", 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 designates those used for punting, place kicking, returning punts and kickoffs, etc. Complete instructions for playing the game are contained on the playing boards.

Ask for APBA Football at your local department store. If it is not available, you can order directly from us by mail.

WE PAY THE POSTAGE

The price of the APBA Pro League Football Game is \$17.75 postpaid. In Canada and other foreign countries of the Western Hemisphere the price is \$19.00 U.S. dollars postpaid. In any other part of the world the price is \$19.50 U.S. dollars postpaid. Foreign purchasers must pay by money order drawn in U.S. dollars. ALL PENNSYLVANIA PURCHASERS MUST ADD 6% SALES TAX, MAKING THE PRICE \$18.82 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. The Parcel Air Lift rate for servicemen at APO and FPO addresses where airmailing is permitted is \$1.00.

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 postal C.O.D. fee.

THE APBA PRO LEAGUE FOOTBALL GAME CAN BE PURCHASED ONLY FROM LANCASTER, PENNSYLVANIA AND WILL NOT BE SOLD ON APPROVAL. 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.

c 1975

ORDER COUPON

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

75F

Enclosed is \$17.75 (\$19.00 or \$19.50 foreign mail, \$18.82 to Penna. residents) for my APBA Pro League Football Game.

☐ I have enclosed an additional \$2.25 (\$2.50 foreign, \$2.39 in Penna.) 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.

HOW THE APBA PRO LEAGUE FOOTBALL GAME IS PLAYED

NEW SETS OF PLAYER CARDS EVERY YEAR

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 Saddle 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 results 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 been rolled 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 cards. 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 on every roll. This dice consistency is the basis for 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 performance at which APBA fans throughout the world never cease to marvel.

The unerring mathematical consistency, as explained above, is of course applied to every offensive category of the game of football. You will observe on the enclosed cards 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 R column actually represents several aspects of the running game, for it represents varying rushing skills on inside and outside running plays

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	29 OB	Touchdown	14	21	28 OB	9	14	21	12	19	26	12	19	26	12	19	26	12	19	26
8	Touchdown	Touchdown	2- Touchdown	Touchdown	Touchdown	26	Touchdown	Touchdown	12	19	26	12	19	26	12	19	26	12	19	26	12	19	26
2	1	0	3- 7	5	3	5	3	1	4	1	0	4	1	0	4	1	0	4	1	0	4	1	0
3	2	1	4- 17	8	5	11	5	3	8	3	2	8	3	2	8	3	2	8	3	2	8	3	2
1	0	0	5- 4	3	2	3	1	1	3	1	0	3	1	0	3	1	0	3	1	0	3	1	0
2	1	1	6- 12	5	3	7	3	2	5	2	1	5	2	1	5	2	1	5	2	1	5	2	1
1	0	-1	7- 3	2	1	2	1	0	2	0	0	2	0	0	2	0	0	2	0	0	2	0	0
2	1	1	8- 9	3	2	8	3	2	1	4	1	1	4	1	1	4	1	1	4	1	1	4	1
0	0	0	9- 2	1	0	1	0	0	1	0	0	1	0	0	1	0	0	1	0	0	1	0	0
0	0	0	10- 7	2	1	3	1	1	2	1	0	2	1	0	2	1	0	2	1	0	2	1	0
11- 1	0	-1	11- 1	0	-1	-1	0	-1	0	-1	-1	0	-1	-1	0	-1	-1	0	-1	-1	0	-1	-1
12- 4	1	0	12- 4	1	0	0	1	0	0	1	0	0	1	0	0	1	0	0	1	0	0	1	0
13- 6F(d7)	4	2	13- 6F(d7)	4	2	10(5)	7	4	4F(d6)	1F(o3)	0F(o3)	4F(d6)	1F(o3)	0F(o3)	4F(d6)	1F(o3)	0F(o3)	4F(d6)	1F(o3)	0F(o3)	4F(d6)	1F(o3)	0F(o3)
14- 14	6F(11)	4F(1)	14- 14	6F(11)	4F(1)	10(5)	7	4	7	2F(d1)	1F(d3)	7	2F(d1)	1F(d3)	7	2F(d1)	1F(d3)	7	2F(d1)	1F(d3)	7	2F(d1)	1F(d3)
15- 12	6	6	15- 12	6	6	3	2	1	3	2	1	3	2	1	3	2	1	3	2	1	3	2	1
16- 14	10	7	16- 14	10	7	4	2	1	4	2	1	4	2	1	4	2	1	4	2	1	4	2	1
17- 8	5	4	17- 8	5	4	2	3	2	1	1	0	2	3	2	1	1	0	2	3	2	1	1	0
18- 10	7	5	18- 10	7	5	1	1	0	0	0	0	1	1	0	0	1	1	0	0	0	0	0	0
19- 5	3	2	19- 5	3	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
20- 6	4	3	20- 6	4	3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
21- 2	1	0	21- 2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
22- 4	2	1	22- 4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
23- 0	-1	-1	23- 0	-1	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
24- 2	0	-1	24- 2	0	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
25- -1	-1	-1	25- -1	-1	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
26- 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
27- -1	-1	-1	27- -1	-1	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
28- 0	-1	-2	28- 0	-1	-2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
29- -1	-1	-1	29- -1	-1	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
30- 0	-1	-1	30- 0	-1	-1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
-3	-3	-4	31- -1	-2	-3	-1	-2	-3	-2	-3	-4	-2	-3	-4	-2	-3	-4	-2	-3	-4	-2	-3	-4
-2	-2	-3	32- -1	-1	-2	0	-1	-2	0	-1	-2	0	-1	-2	0	-1	-2	0	-1	-2	0	-1	-2
1F(d8)	4F(d11)	1F(d9)	33- 5	2	0F(o5)	4F(d9)	0F(d3)	2	2	0F(d6)	1F(d7)	2	2	0F(d6)	1F(d7)	2	2	0F(d6)	1F(d7)	2	2	0F(d6)	1F(d7)
0F(d7)	0F(o2)	2F(o6)	34- 1F(o8)	0F(d7)	4	2F(d6)	3	2F(o9)	-3F(o10)	1F(d7)	2F(d8)	2	2	0F(d6)	1F(d7)	2	2	0F(d6)	1F(d7)	2	2	0F(d6)	1F(d7)
TD(T2)	3(T2)	-3(T)	35- 0(T2)	-1(T2)	-1(T2)	1(T2)	-1(T2)	-2(T2)	-1(T2)	TD(T2)	TD(T2)	-1(T2)	-1(T2)	-1(T2)	TD(T2)	TD(T2)	-1(T2)	TD(T2)	TD(T2)	-1(T2)	-1(T2)	-1(T2)	-1(T2)

PLUNGE PLAY
Includes all Power Plays into the line.

from scrimmage. It also reflects each player's ability in running with recovered fumbles, and, in the case of defensive players, intercepted passes and blocked kicks as well. On appropriate player cards, it is further utilized to represent talent for punt, kickoff or place kick returns. The K column may indicate a proficiency in punting only (like Bobby Walden) or place kicking only (like Errol Mann) or a proficiency in both phases of the kicking game (like Don Cockroft).

The P column insures the accuracy of your quarterback's completion and interception percentages, but its function does not end there. You can count on Roger Staubach, Joe Namath, and all the other QB's to throw for about the same number of touchdowns they did in real-life, and you'll be amazed to see their success varying from game to game, depending upon the savvy of their opponent's defense, especially the secondary. And passing is not restricted to quarterbacks — running backs and receivers who were passing threats in 1974 will be just as dangerous in APBA.

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

the offensive coach 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 Cardinals' team of 1948, one of APBA's 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 opponents' 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 that the defensive coach called for a six man line. We then look under 6 in the B section and see that a 1 nets a 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.

For passing and kicking, the reference method is essentially 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, players who have no passing and kicking experience 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.

LET'S PLAY A FEW MINUTES OF APBA PRO LEAGUE FOOTBALL

First we'll have to select our lineups and that means, of course, for our defensive as well as offensive platoons. After the players are selected we count the offense rating points (see sample card, directly under player's name) on each of the offensive platoon cards on your team and total them. Then we count the defense rating points on the defensive platoon of my team and total them. By comparing the two totals and noting the difference we can find your team's offensive index, which is used whenever you are in possession of the ball. This offensive index may be A, B or C, depending upon the relative strength of your offensive platoon as compared to my defense. It is found very simply by consulting the Offensive Index Table on the playing boards. We next find my offensive index by following the same procedure.

Now we are ready for the opening kickoff. Let us suppose that you are coaching the Pittsburgh Steelers and I am handling the Minnesota Vikings, and that you have won the toss and elected to receive. I name my kickoff man, Fred Cox, roll the dice, and refer to his K column. The dice result number is 56, and the number in Cox's K column at 56 is 13. Looking up 13 on the KICKOFF section of the playing boards, we find it reads 58(o9), and we refer to the Position Table to find that o9 is the left halfback—let's say Preston Pearson, in this case.

So the kickoff has carried 58 yards and Pearson receives it at his own 2 yard-line. Now you refer to Pearson's card and find that the K column is specified for kickoff returns on his card (for increased accuracy, the P and K columns are occasionally designated exclusively for punt or kickoff returns, but only in the case of players who did NO passing or kicking during the season represented). You roll the dice and come up with a 53, and find that in Pearson's K column at 53 is a 19. Next, you will roll one die only to determine which of three possible kickoff return columns will be used. You roll a 1, so we use the first column and, checking number 19 in that column, find that Pearson has returned the kick 31 yards. Since Pearson stayed in bounds on the return, this is one complete play and we must chalk it up as such (out-of-bounds plays and incomplete passes count only as half-plays). APBA's timing system, fully explained in the rules, is the most realistic, yet one of the simplest in any table football game.

All right, so the Steelers have the ball, first down, ten to go, on their own thirty-three. You are the coach. Call your play!

First you select your play card and place it face down on the table, then select the player you intend to carry the ball or receive the pass, as the case may be, and place his card face down also. Now I, the defense coach, expecting a Terry Bradshaw first-down pass, call for a 4-man line and name

Ron Shanklin as the player's card you have placed on the table. But you have 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 Rocky Bleier!

Now you roll the dice for Bleier and get a 51. On Bleier's card in the R column this is a 17. Now we go to the PLUNGE PLAY section of the playing boards and 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 Bleier bulled his way for a 9-yard gain. We move the plastic football on the playing field up 9 yards and see by the plastic first-down marker along the sideline that Pittsburgh has just one yard 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, one to go. What do you do now? Another power play into the line to get that first down? No, I might be expecting that so you drop your Short Pass play card face down along with the card of Frank Lewis, who will be the target for Bradshaw's pass. Now you roll the dice and come up with a 45. You look at Bradshaw'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 back in your territory, on your 42, 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 one 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

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, intercepted passes, long runs, blocked kicks, etc. Each player is even assigned an individual injury factor making those actually injured in real-life just as susceptible to injury in APBA, while reducing or eliminating the possibility of injury to the league's "iron men".

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.

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, and 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 others have been, 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.

About two months 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 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, 1976, edition of the game are based upon the 1974 National Football League season. The 1977 edition, based on the 1975 season, will be available about July 1976. If you order before July 1, 1976, therefore, you will receive the game based on the 1974 season.

Since the merger of the American and National Football Leagues the two conferences 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. Still available are the 1970, 1971, 1972 and 1973 NFL (NFC and AFC) season sets, selling for \$12.50 postpaid (\$13.25 in Pa., \$13.50 and \$13.75 foreign) each. Also on hand from premerger days is the AFL season of 1964, priced at \$4.00 postpaid (\$4.24 in Pa., \$4.40 and \$5.00 foreign), and the NFL season of 1969, priced at \$7.50 (\$7.95 in Pa., \$8.25 and \$8.50 foreign). In addition, we still offer the 104 extra player cards for the 1970 season (set XF70), the 1972 season (set XF72) and the 1973 season (set XF73) at \$2.25 each (\$2.39 in Pa., \$2.50 foreign), and the 64 extra player cards for the 1969 NFL season at \$1.50 each (\$1.59 in Pa., \$1.75 and \$2.00 foreign). All of these are card sets only, not complete games.

For use with the APBA Pro League Football Game we also offer several Top Pro Clubs of the Past. A list 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 A74. The roster sheet of the current edition of the player cards, both NFC & AFC, is available for twenty-five cents. Please 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 Lydell Mitchell is to average about 3.5 yards per carry, as he did in 1974, you should try to have him carry the ball approximately the 214 times he actually carried in real life. Likewise, a pass receiver, like Fred Biletnikoff, should be used approximately the same number of times as he was in real-life. Archie Manning should throw about 261 passes for your own New Orleans team. Occasional discrepancies in some of the player statistics compiled by our customers may frequently be attributed to just such deviations from the actual usage figures.

There are a number of pro football magazines on the newsstands 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. Don Woods will be the same outstanding ground gainer for you and Bob Griese will prove to be the same deadly passer in your league, too!

You can arrange the players any way you want (all-star teams, your own drafted teams) without altering the individual skills of any player.

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

Pronounce it "App'bah"