

# A BRAND NEW APBA PRO LEAGUE FOOTBALL GAME!!

Expanded & Updated, with More than Twice as Many Plays  
Greatly Increased Coaching Decisions & Play Results

The 1984 edition of the APBA Pro League Football Game has been thoroughly redesigned to guarantee fans an even more comprehensive and realistic representation of contemporary pro football than earlier editions of the game. No football game on the market is remotely comparable to the new APBA game.

## Haven't Played APBA Pro League Football Before? GET THIS NEW EDITION RIGHT AWAY & SAVE \$5.00!

If you liked APBA Football before (and nearly everyone who's played it has), you ought to love it now. It's bigger and better than ever. If you're not a former football customer, on the other hand, this is surely the time to buy. Not only will you get a truly up-to-the-minute game, BUT YOU'LL ALSO SAVE A FULL \$5.00 BY USING THE ATTACHED SPECIAL COUPON!

### 8 DIFFERENT OFFENSIVE PLAYS

In the APBA Pro League Football Game, four offensive plays were formerly available (excluding punts and field goal attempts). Now there are eight:

Short Pass Play  
Medium Pass Play  
Long Pass Play  
Screen Pass Play

Outside Running Play  
Inside Running Play  
Draw Play  
Trick Play\*

\*Actually, there are more than eight, since you can call any one of four

Trick Plays:  
Bootleg  
End Around  
Non-Quarterback Pass  
Quick Kick

Furthermore, the number of potential outcomes on most plays has been doubled. Now, much more often than not, there is one series of results effective for the first and third quarters and another for the second and fourth quarters.

### QUARTERBACKS MUST SOMETIMES SCRAMBLE ON PASS ATTEMPTS

A wholly new dimension in APBA Football is the quarterback scramble. When you call a pass play, you can't be sure your QB will get the throw off. He may be sacked before he can. And certain quarterbacks, when unable to locate an open receiver, will be forced to scramble with the ball. A mobile QB will have a distinct advantage when this happens, but there is danger involved: quarterbacks are often more susceptible to injury when they're running with the ball.

There's been a new wrinkle added to APBA injuries in general, too. At designated times, an injured man may "play hurt." That is, he can continue to perform, but at a reduced level of effectiveness. It's risky, though. If he's injured again, you may lose him altogether for a long stretch.

### 220 UNUSUAL PLAYS, PROVIDING NUMEROUS IMPROBABLE RESULTS

Like any coach on the sidelines, you won't always find your play calls working exactly the way you'd hoped. Occasionally, in fact, you'll be surprised to see a play develop which bears little or no resemblance to the one you've sent in. For example, your quarterback may forget which play you ordered, and call something else in the huddle.

There will be other events over which you have no control. One of your players may try a lateral on his own, or one may be ejected. A ballcarrier in the open field, evidently headed for a touchdown, may spike the ball before he reaches the goal, and your club can lose possession.

None of these things will happen often. You might play for decades without experiencing a premature spike, for instance. But chances are at least a couple of weird plays will emerge from every game. Like real pro football, APBA Football is never predictable.

### FUMBLES, BLOCKED KICKS, INTERCEPTIONS

**HOW TO PLAY THE APBA PRO LEAGUE FOOTBALL GAME**

Read Part I of this pamphlet thoroughly before starting a game. It contains the basic instructions and card play.

Part II describes options you may add if you wish, but we strongly suggest you disregard all of these until you're completely familiar with the basic method of play. Once you've reached that point, you'll probably want to utilize at least some of these options.

Part III is a list of the symbols and abbreviations used on the player cards and the statistics, and Part IV is an index of the contents of the pamphlet.

**A. BASIC INSTRUCTIONS**

1. After you've chosen your teams, list the starters on both sides on the scoreboard. Use the Position Designator Code on the top right of Board A 1 for positions. (A. Substitue backs may play any back in A. B. Linebacker or other back spot in A. C. Linebacker or middle back may play either middle back back position in A. D. or middle back in A. E. F. Linebacker, T. T. or the offense in a play that scores eight and 10 scores wide receiver.)
2. On each player's card, list the statistical ratings for his position. Example: Guard (G) and note that number in the right of his name under P10 on the scoreboard.
3. Compare each offensive player's total to an opponent's defense line player's total. The difference (plus or minus) is the player's offensive index. Use the appropriate letter, A, B, or C, to the right of OFFENSIVE INDEX on the scoreboard. (It will indicate severity of offensive results: BLOCK, LEAVE, TRICK, BREAK WAY. They involve options discussed in Part II, so do not mention on the cards which haven't yet been explained.)

**RP COLUMNS 1-10**

RP3 RP4

RP8 RP9

**LONG PASS PLAY**

**INSIDE RUNNING PLAY**

**TRICK PLAY**

**MEDIUM PASS PLAY**

**SCREEN PASS PLAY**

**DRAW PLAY**

**INSIDE RUNNING PLAY**

**TRICK PLAY**

### EVERY CONCEIVABLE KIND OF KICK

You'll be using the Kickoff, Punt and Place Kick sections of the boards regularly, of course, but that's not the extent of the kicking phase of APBA Football.

In desperate circumstances, you may want to try an inside kickoff, so we've provided for it. There's also a separate column for kicks following a safety. We've even incorporated a provision for a free kick after a fair catch, just as defined by a little-known and lesser-used league rule. Its inclusion supplies further evidence of APBA's attention to detail.

Periodically, game conditions may suggest a fake punt or field goal. Now you can call for either one. And when your opponent punts, you may choose to try either to block or return it.

### 36 SEPARATE OUTCOMES ON EACH FUMBLE & BLOCKED KICK

No longer does any particular fumble result come up consistently. Whenever a fumble occurs, you refer to a group of "Identifier Columns." Each of those columns lists thirty-six potential results, including the gain (or loss) before the ball popped loose and the identity of the recoverer. A single dice roll pinpoints which result applies. (The same system is employed on all blocked kicks.)

Speaking of fumbles, we've added a couple of conservative coaching procedures which allow you to eliminate the chance for them on particular types of plays. You may elect to utilize these procedures if you've got the lead late in the game.

### "LOCATOR COLUMNS" FOR RECEPTIONS, INTERCEPTIONS & SACKS

An entirely original set of "Locator Columns" has three functions:

1. To select the intended receiver on pass plays.
2. To identify the interceptor when a pass is picked off.
3. To credit the player responsible for a quarterback sack.

These columns realistically distribute receptions, interceptions and sacks, whether you're playing with intact league teams or with your own drafted clubs.

### ADDITIONAL COACHING ALTERNATIVES ON OFFENSE...

On a limited basis, you may call an "audible" (a change in the play you originally designated).

To improve your rushing strength, you may modify the normal offensive formation by inserting a second tight end or a third running back (creating a "full-house" backfield). Or you can upgrade your passing attack by putting in a third wide receiver. (Tight ends and wide receivers are now treated differently in APBA.)

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## ...AND SEVERAL MORE ON DEFENSE

Your basic defense may be either a "4-3" or a "3-4," whichever is best suited to your personnel. Each play you may specify a standard deployment or an alignment primarily geared to stopping a run or a pass, respectively.

On apparent passing downs, you can also substitute a fifth defensive back, double-cover a receiver, and/or blitz. If you expect a run, you may "key" on a particular back and, if the run seems a sure bet, you can set up in a "Goal Line Defense." You may even call a "Trick Play Defense" if you anticipate something unconventional from the offense.

Certain defensive linemen and linebackers now have separate defensive ratings against running and passing plays. So it may be advantageous to substitute regularly at their positions, depending on the down-and-distance situation. You'll probably want your top pass rushers and best pass defenders in when you guess "pass," for instance, even if they're not all starters.

## PENALTIES FROM CLIPPING TO TRIPPING 36 & MORE

A completely new APBA penalty chart comprises 36 different infractions, each coming up with true-to-life frequency. To make penalties easier to assess, we've defined the foul, the distance and the spot from which it's measured, in every case.

Even more penalties appear on the "RP" boards. Some "RP" plays consist of multiple penalties, and others name infractions too unusual to include on the chart—crawling and invalid fair catch signal are just two examples.

## WITH SO MUCH DETAIL, HOW COMPLICATED IS APBA FOOTBALL?

Despite the added intricacies we've built into the game, we've kept it as simple as possible. So that you don't need to be familiar with all the instructions before starting to play, we've split them into a basic and an optional section. *That way you can begin a game after merely reading the basic rules, and you may add various options later as you wish.*

If you understand pro football you shouldn't have any trouble with this game. But you will have to read and digest at least the basic instructions prior to playing, no matter how many APBA Football games you've played in the past.

**THIS IS NOT A MASTER FOOTBALL GAME IN THE TRADITION OF THE APBA MAJOR LEAGUE BASEBALL MASTER GAME, WHICH ESSENTIALLY BEGINS WHERE THE BASIC MAJOR LEAGUE BASEBALL GAME ENDS, THIS NEW APBA PRO LEAGUE FOOTBALL GAME CONTAINS ALL THE FOOTBALL APBA HAS TO OFFER—IN JUST ONE GAME!**

## WHAT'S IN THE GAME, & WHAT DOES IT COST?

These are the components of the new APBA Pro League Football Game:

- 5 PLAYING BOARDS (10 PRINTED SIDES): 14-PLY, 16 1/4" X 14 1/4"
- 1 INSTRUCTION BOOKLET
- 1 SET OF 8 PLAY CARDS
- 896 PLAYER CARDS FOR 1982 SEASON: 32 PER TEAM IN 28 TEAM ENVELOPES
- 1 TEAM ROSTER SHEET
- 1 FOOTBALL FIELD: 3-COLOR, 20-PLY, 14 1/2" X 10"
  - 1 PLASTIC FOOTBALL
  - 1 FIRST DOWN MEASURING STICK
  - 2 RED DICE
  - 2 WHITE DICE
  - 2 DICE SHAKERS
  - 1 GAME BOX: 4-COLOR, 17 1/4" X 15 1/4" X 1 1/2"
  - 5 FOOTBALL SCORESHEETS\*

*\*These scoresheets are newly-devised and are compatible with the new game. (Old football scoresheets do not reflect many of the features in the new game.) Additional scoresheets cost \$3.00 per 100 or \$12.00 per 500 (plus 6% Pa., plus 10% foreign).*

If you're a previous owner of the APBA Pro League Football Game, you can readily see that you get much more in the new game. And, as you might suspect, we've had to raise its price accordingly. BUT UNTIL JUNE 30, 1984, ONLY, WE'RE OFFERING A SPECIAL AND SUBSTANTIAL DISCOUNT!

The regular price of the new APBA Pro League Football Game is \$34.95 (\$37.05 in Pennsylvania, \$38.50 outside the U.S.). BUT YOU CAN DEDUCT \$5.00 (\$5.30 in Pa., \$5.50 for foreign mailing) FROM THAT PRICE IF YOU USE THE SPECIAL COUPON BELOW TO ORDER.

*A photocopy of the coupon is acceptable, but only one coupon is valid per game purchased. That is, we won't deduct more than \$5.00 (\$5.30 Pa., \$5.50 foreign) on any one game. But you can use more than one coupon if you're buying more than one game.*

## 5 EXTRA CARDS PER TEAM (XF82) FOR ROSTER ENLARGEMENT

For fans who want more than the 32 players per team included in the standard card set, 140 additional player cards—five per team—are available. Obviously, the extra players will provide further coaching flexibility.

These cards are printed in the same colors and on the same stock as the regular set, but the extras are manufactured in perforated blocks of ten. Merely separate them and they're ready to use.

This 1984 edition of 140 additional cards (XF82) costs \$5.00 (\$5.30 in Pa., \$5.50 foreign).

## 4 "TOP PRO CLUBS OF THE PAST" (3 NEW) NOW COMPATIBLE WITH NEW GAME

APBA has added these three new teams to its list of "Top Pro Clubs of the Past":

1. New York Jets of 1968: Fulfilling Joe Namath's pre-game "guarantee," they shocked the football establishment by becoming the first American Football League entry to win the Super Bowl.
2. Kansas City Chiefs of 1969: They stunned the experts again, victors in the last Super Bowl before the NFL-AFL merger.
3. Minnesota Vikings of 1969: During a 12-game winning streak, this powerhouse outscored its opponents 353-99.

Also, the 1949 Philadelphia Eagles' cards have been re-computed for use with the new APBA Pro League Football Game.

Each of these four teams features 33 player cards, and each costs \$2.00 (\$2.12 Pa., \$2.20 foreign).

## NEW CARDS WILL NOT WORK AS WELL WITH OLD BOARDS

We don't recommend you buy the new 1982 season cards separately, intending to use them with your old boards. You can, of course, but we cannot guarantee the level of statistical accuracy to which you're accustomed with APBA. Besides, many of the new features reflected for the first time on the 1982 season cards do not appear on the old boards, and thus can't be used at all. THE 1982 SEASON CARDS ARE DESIGNED AND CALCULATED TO BE USED WITH THE NEW 1984 EDITION OF THE APBA PRO LEAGUE FOOTBALL GAME, NOT WITH ANY FORMER EDITIONS.

We do suggest you continue to use your old boards with your pre-1982 season cards.

If for some reason you want a separate set of the 1984 edition—1982 season—player cards (896 in all) only, the price is \$19.00 (\$20.14 in Pa., \$21.00 foreign).

PLEASE READ THE "SALES & DELIVERY POLICIES" ON THE FLYER HEADED "APBA BASEBALL FAN" IN BLUE.

## SPECIAL COUPON: Use this and SAVE \$5.00!

APBA GAME COMPANY, INC. • 1001 MILLERSVILLE ROAD • POST OFFICE BOX 4547 • LANCASTER, PENNSYLVANIA 17604

Enclosed is \$29.95 (\$31.75 Pa., \$33.00 foreign) for the new 1984 edition of the APBA Pro League Football Game. (The prices are \$34.95, \$37.05 Pa., \$38.50 foreign if you're not using this coupon or a copy of it.)

Also enclosed is \$5.00 (\$5.30 Pa., \$5.50 foreign) for set XF82, the extra 140 player cards to supplement rosters for the new 1984 edition of the APBA Pro League Football Game.

Also enclosed is \$\_\_\_\_\_. Send me \_\_\_\_\_ additional scoresheets for the new 1984 edition of the APBA Pro League Football Game @ \$3.00 per 100 or \$12.00 per 500—plus 6% Pa., plus 10% foreign. (Five scoresheets are contained in the game.)

Enclosed is \$\_\_\_\_\_. Send me the following teams, designed for use with the new 1984 edition of the APBA Pro League Football Game, at \$2.00 each (\$2.12 Pa., \$2.20 foreign). I've circled the ones I want:

Philadelphia Eagles of 1949

New York Jets of 1968

Kansas City Chiefs of 1969

Minnesota Vikings of 1969

Check here if your address has changed since your last order. Please give your NEW ADDRESS ON THE ORDER COUPON and your FORMER ONE BELOW:

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_

Servicemen with APO or FPO addresses pay the regular U.S. prices.  
All foreign payments must be by money order drawn in U.S. dollars.

IF YOU'D LIKE A FULL-COLOR BROCHURE DESCRIBING THE NEW APBA PRO LEAGUE FOOTBALL GAME IN GREATER DETAIL, CHECK THIS BOX. THE BROCHURE IS FREE!