

NEW HORSES CARDS ISSUED EVERY YEAR

The current, 1973, edition of the APBA American Saddle Racing Game is based on the racing year of 1971. Each of the 112 horses in this edition is represented by a card 4"x3 1/2" and this card is computed to reproduce each horse's 1971 racing performance with unbelievable accuracy!

The cards give the horse's age and parentage, his color, breeder, owner and trainer. The horse's APBA dirt track and turf course ratings are shown, along with his impairment ratings for the various sorts of unfavorable track conditions.

The bottom portion of the horse's card is comprised of the set of thirty-six numbers computed with the APBA formula as applied to the horse's complete racing record for the period from January 1971 to and including December 1971. These numbers determine the number of spaces the horse moves as he proceeds through each furlong of the race. These numbers will reproduce not only the horse's speed, as he demonstrated it in 1971, but also his degree of stamina for races of varying length.

A reproduction of the card for Stage Door Johnny, based on his 1968 statistics, is shown at bottom right. This is an exact size reproduction. There are no card sets available for the year 1968 or before. The current (1971) year is the third and new sets will be issued each year in the future. The next year's issue will become available about August 1, 1973, and will be based upon the racing year of 1972. The card sets include 112 horses' cards, a list of seventy jockeys and ratings for each, a set of twenty race charts, giving the basic running details and results of twenty of the top races of the year, all of which you can re-run over and over again and compare your own results with the real-life ones. The complete list of the names of these twenty races are given on the other side of this brochure.

JOCKEYS ARE NEWLY RATED EVERY YEAR

Just like the horses, the jockeys, too, are re-selected and re-rated in each year's new edition. The jockeys, like the horses, are first selected on a performance basis. The seventy jockeys are for the most part the best of the crop as judged by their twelve-month performance. Some few of them are selected on the basis of the important races they appeared in, but most of them are chosen on the overall year's record. Those with outstanding performance records can truly effect a significant improvement in a horse's performance. In APBA, as in real-life, a jockey can give a horse that extra something that makes the difference between winning and just placing. A good jockey can literally "kick the horse home."

TRACK CONDITIONS ARE NOT IMAGINARY

The track conditions in APBA racing are not something you merely imagine in order to simulate realism. Track conditions will influence the running time of every horse no differently than they do in real-life. You can be perfectly sure that no record running times will be set when the track is anything but good or fast! But precisely as in real-life, the horses are not affected equally by the poor track surfaces. Some horses do well on muddy tracks in real-life. The same horses will fare better on muddy APBA tracks, too!

COMPLETE PLAYING INSTRUCTIONS

The instruction booklet, included with the game, gives a complete step-by-step explanation of how APBA American Saddle Racing is played. Besides the playing instructions, the game box contains the heavy folding track board, the Race Action Board, on the other side of which is found the Odds Chart, a horse record book for keeping a record of every horse included with the game, a pair of dice and a dice shaker, eighteen numbered furlong markers, ten different colored horse track markers, twenty real-life race charts, one hundred and twelve horse cards and a list of seventy rated jockeys and one hundred APBA race charting sheets, especially designed to record the progress of each horse through each furlong of the race and keep a running total of his unused accumulated fractional move points.

An Innovation—Ingenious In Design—Simple To Play

RACE ACTION BOARD

Dice Roll Columns							First Furlong 1/16 Seconds	Second Furlong 1/8 Seconds	Third Furlong 3/16 Seconds	Fourth Furlong 1/4 Seconds	Fifth Furlong 5/16 Seconds	Sixth Furlong 3/8 Seconds	Seventh Furlong 7/16 Seconds	Eighth Furlong 1/2 Seconds	Ninth Furlong 9/16 Seconds	Tenth Furlong 5/8 Seconds	Eleventh Furlong 11/16 Seconds	Twelfth Furlong 3/4 Seconds	Thirteenth Furlong 13/16 Seconds	Fourteenth Furlong 7/8 Seconds	Fifteenth Furlong 15/16 Seconds	Sixteenth Furlong 1 Second
1	2	3	4	5	6	7	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5	13.0	13.5	14.0	14.5	15.0	15.5	
8	9	10	11	12	13	14	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5	13.0	13.5	14.0	14.5	15.0	
5	6	7	8	9	10	11	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5	13.0	13.5	14.0	14.5	
2	3	4	5	6	7	8	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5	13.0	13.5	14.0	
9	10	11	12	13	14	15	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5	13.0	13.5	
6	7	8	9	10	11	12	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5	13.0	
3	4	5	6	7	8	9	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	12.5	
10	11	12	13	14	15	16	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	12.0	
7	8	9	10	11	12	13	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	11.5	
4	5	6	7	8	9	10	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	11.0	
11	12	13	14	15	16	17	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	10.5	
12	13	14	15	16	17	18	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	10.0	
13	14	15	16	17	18	19	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	9.5	
14	15	16	17	18	19	20	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	9.0	
15	16	17	18	19	20	21	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8.5	
16	17	18	19	20	21	22	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	8.0	
17	18	19	20	21	22	23	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5	
18	19	20	21	22	23	24	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
19	20	21	22	23	24	25	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
20	21	22	23	24	25	26	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
21	22	23	24	25	26	27	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
22	23	24	25	26	27	28	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
23	24	25	26	27	28	29	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
24	25	26	27	28	29	30	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
25	26	27	28	29	30	31	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
26	27	28	29	30	31	32	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
27	28	29	30	31	32	33	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
28	29	30	31	32	33	34	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
29	30	31	32	33	34	35	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	
30	31	32	33	34	35	36	0.0	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	

COLUMN INDEX TABLE

Column	Number
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
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19	19
20	20
21	21
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24	24
25	25
26	26
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30	30
31	31
32	32
33	33
34	34
35	35
36	36

TRACK CONDITIONS

Condition	Rating
Good	0
Muddy	-1
Sloppy	-2
Slow	-3
Fast	+1
Very Fast	+2

TIMING THE RACE

Complete the Running Time for each horse as follows:

After the dice rolls for all the horses have been completed and their order of finish has been established, leave the numbers standing on the track board where they finished the race.

First, find the time of the winner. If the winner just reached the finish line in the race roll out your dice to find the time for the horse shown at the top of the last furlong column of the race. Example: suppose a horse won a race in the first furlong. The time shown at the top of the first furlong column on the Race Action Board is 8.5—this is the winner's time.

Next, find the time of the horse that finished second. Look at the dice roll for the horse that finished second. Suppose the dice roll was 12. This means the horse would have been second in the race. Now, find the time of the horse that finished second in the race charting sheet. Let's suppose there would be six horses in the race. The time shown at the top of the second furlong column is 9.0. Now, subtract the time of the winner (8.5) from the time of the second place horse (9.0) and you have the time difference of .5 seconds.

How To Play The APBA American Saddle Racing Game

Year: 1968

STAGE DOOR JOHNNY

Chestnut Colt — Age: 3

By: Prince John—Peroxide Blonde

By: Ballymoss

Breeder: Greentree Stud, Inc. (Ky)

Owner: Greentree Stable

Trainer: J. M. Gaver

Rating: 23 Turf: 21
Good: -2 Muddy: -6
Slow: -4 Sloppy: -8

11 - 1	21 - 14	31 - 5	41 - 15	51 - 4	61 - 5
12 - 23	22 - 2	32 - 22	42 - 10	52 - 9	62 - 7
13 - 12	23 - 18	33 - 2	43 - 18	53 - 17	63 - 16
14 - 16	24 - 19	34 - 8	44 - 3	54 - 9	64 - 8
15 - 4	25 - 11	35 - 6	45 - 8	55 - 3	65 - 9
16 - 13	26 - 17	36 - 24	46 - 14	56 - 12	66 - 1

The playing procedure of APBA horse racing is unique, yet simple. One roll of the APBA dice for each furlong of the race for each horse in the race initiates all the exciting action. The APBA dice are the same as those in all other APBA games — two colors, two sizes. The large red die is read first as the first of a two-digit number. The small white die is the second number of the two digit figure. This makes a possible total of thirty-six dice roll numbers. The bottom section of Stage Door Johnny's card, shown at left, lists these thirty-six numbers in black. The red numbers after each of the thirty-six black numbers are the computed numbers, based upon APBA's exclusive formula, which make the horse perform just exactly as he did in real-life.

This red number, found under the appropriate Furlong Column in the Race Action Board above, will give the number of spaces the horse may move on each dice-roll. Any leftover decimal fractional figure is accumulated for subsequent later moves that add up to subtle separating distances and running time differences that make APBA American Saddle Racing the most realistic and unusual table game ever created. Simple to play, it is so completely realistic that the most sophisticated racing fans will be enthralled with it. This is not just another dice game with turn-by-turn, pure-chance track moves. The moves are scientifically produced by a complex formula that breaks down the final outcome of each race into time differences of fifths of a second!

A typical dice-roll is shown above on the Race Action Board. The large red die shows a three and the small white die is a five. This produces number 35, one of the thirty-six dice roll possibilities existing with the APBA dice. Look for number 35 on Stage Door Johnny's card and there you find a red number six. Next you find number six under one of the seven Dice Roll Columns at the left side of the Race Action Board and on that line move across to the Furlong Column in which Stage Door Johnny happens to be in at any given point of the race. There you will find the number of track spaces to move. Which of the seven Dice-roll Columns you use is determined by the net rating of the horse after taking into consideration track conditions and any jockey points that might accrue to the horse in this particular race.

And that's all there is to it. Variances in this simple standard playing procedure will come up from time to time and they are simply and explicitly explained. Anyone can play APBA American Saddle Racing.

HOW TO ORDER THE APBA AMERICAN SADDLE RACING GAME

The APBA American Saddle Racing Game can be ordered direct from the APBA Game Company, Lancaster, Pennsylvania. It is priced at \$12.95 postpaid. If you live in Pennsylvania, the price is \$13.73. The price in Canada, Mexico and other countries of the Western Hemisphere is \$13.25. Payment must be made in U. S. dollars only. The price elsewhere in the world, outside this hemisphere, is \$13.75 (U. S. dollars only). Servicemen using APO or FPO addresses pay the regular \$12.95 price.

WE PAY THE POSTAGE

The game is packed in a box 17" x 15" x 1 1/2" and weighs six pounds wrapped for mailing. If you want the game mailed special delivery (IN THE UNITED STATES ONLY), add 90¢ to the purchase price. APBA will pay the regular parcel post costs. To have it airmailed, inquire at your post office for AIR PARCEL POST charges to Lancaster, Pennsylvania at the six-pound rate. This amount must then be added to the purchase price.

To those APO and FPO addresses where it is permitted, we will airmail the game if you add \$3.50 to the purchase price. But before you remit airmail fee, inquire at your P. O. whether postal regulations permit airmail parcels to your address.

PURCHASERS FROM FOREIGN COUNTRIES SHOULD KNOW THAT ANY ADDITIONAL COST TO THEM IN THE FORM OF IMPORT DUTY IS IMPOSED BY THEIR OWN GOVERNMENTS, NOT BY APBA.

WE DO NOT ACCEPT C. O. D. ORDERS. C. O. D. shipments entail separate handling and time-consuming processing on each package at the local post office; in addition, the seventy-cent C. O. D. fee makes it more expensive for you.

NEW CARD NOTICES MAILED JULY 1st

On July 1st of each year we mail notices to all game owners in our files, giving the details for ordering the new edition of horses' cards. Besides the horses' cards, there is included with the set a new list of seventy rated jockeys and the twenty charts for the real-life feature races of the corresponding year. The price of this complete set of a new calendar year's issue is \$5.00 postpaid. In Pennsylvania, it is \$5.30. The foreign prices are \$5.50 and \$6.00.

WE DO NOT SELL ANY GAMES ON APPROVAL AND MAKE NO REFUNDS OR EXCHANGES, NOR DO WE ALLOW CANCELLATIONS ONCE YOUR ORDER HAS BEEN PROCESSED. ALL SALES ARE FINAL, BUT WE DO GUARANTEE THE GAME TO BE EXACTLY AS ADVERTISED AND IN NO WAY MISREPRESENTED IN THIS BROCHURE.

Orders are filled in the sequence received and depending upon the volume of orders, which during certain months of the year is quite heavy, and the distance the package must travel, you should receive your game in eight to twenty days from the date we receive your order. Parcel post mail is not given preferred handling by the post office and it is sometimes delayed in transit.

ORDER COUPON

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

Enclosed is \$12.95 (\$13.25 and \$13.75 foreign mail \$13.73 to Penna. residents) for my APBA American Saddle Racing Game. (No C. O. D.'s please).

Send postpaid to:

Name
First name Middle name Last name

Address

City State Zip