AMERICAN SADDLE RACING BY APBA—A FIRST IN TABLE GAMES

Now, for the first time in table game history, a horse racing game with real-life horses and real-life jockeys, and with reallife performances from both!

The APBA American Saddle Racing Game lets you race 112 of the year's best horses and provides you with 70 of the year's best jockeys to ride them. Each horse will run relative to his averall performance during the year. No one horse is a sure winner every time, but the best horses, according to record, will always have the best chances of winning. The long distance horses will exhibit stamina in the races of a mile or more and the sprinters and short distance runners will demonstrate winning ability only in the five to seven furlong events. They will falter if used for longer distances, so you must learn to know your horses!

TRACK CONDITIONS PLAY A PART

Each horse is rated for fast dirt tracks, as well as for turf racing, but these ratings can be modified when subpar track conditions prevail during the race. Just as in real-life, there may be slow, muddy or sloppy track surfaces that will alter the horses' performances and their running times! The good mudders, however, will be impaired the least!

JOCKEYS, TOO, ARE A FACTOR

Then, too, the jockey can make a difference, depending upon the effect he has on a horse in real-life! A good jockey can make a good horse better — a winner. A good jockey may even give a long shot horse a chance to win!

THE HANDICAPPERS CAN RELY ON IT

APBA American Saddle Racing captures the whole essence of the Sport of Kings. The unbelievably exact reproduction of each horse's running speed and racing characteristics will be evident to anyone who follows the horses in real-life. If you know the horse's record and reputation, you can rely on his performance being almost identical on your own APBA race track. Yes, you can bet on it!

ODDS CHART AND DOLLAR WINNINGS PROVIDED

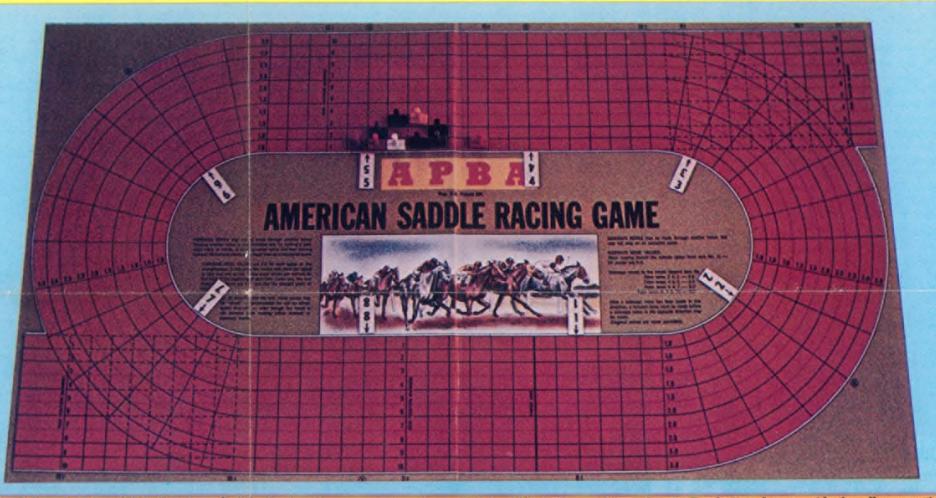
Yes, even the betting is realistic if you want to add that phase of racing to your game. An elaborate Odds Chart is provided with the game and by the use of an exclusive APBA method of calculation, the odds on each horse in any given race will vary according to the caliber of horses he is running against! In one race a horse may be a short odds favorite, yet in another race the same horse may be a long shot that will pay big returns if he wins, depending upon the kinds of horses in the race with him!

The win, place and show dollar winnings are given for each horse in realistic figures based upon his odds. No horse racing game ever made provides such realism!

THE TRACK TIMES WILL AMAZE YOU

The timing system in the APBA American Saddle Racing Game is incredibly realistic. The running time for any and all race distances always will turn out to be a figure that relates realistically to the actual real-life time for the distance being run. Moreover, the track conditions, whether they be fast or sloppy, will alter the time in realistically graduated proportions. The track record, for example, for a mile and a quarter (ten furlongs) race is 1:58-1/5. When running any ten furlong race in APBA you can be sure that your best time will invariably be somewhere above this figure, on a fast track. When less favorable track conditions prevail, the running time for the winner will be even higher! A good horse, however, running his best race may well break the real-life track record. This is one of the many delights to be found in APBA racing—trying to break the existing track record for the distance you happen to be running. Included with the game are the record times for all races from four furlongs on up to eighteen furlongs — on both dirt and turf courses. The list contains a total of thirty different racing distances.

APBA GAME COMPANY, INC.
LANCASTER PENNSYLVANIA



The folding track board in the APBA American Saddle Racing Game opens to a large 29¼ by 16½ inches and is authentically designed to provide for all conventional racing distances up to two and one-quarter miles. Furlong posts are shown around the track and numbered furlong marker pieces, included with the game, make it easy to follow the proper progression from one furlong to the next. The bound, covered and lined board is an eighth of an inch thick, allowing it to lie perfectly flat. Colored track markers are provided to indicate the progress of the horses as they run the race. Up to ten horses can be raced at one time.

Select Your Horse And Your Jockey-Then Plan Your Racing Strategy And Tactics

To win at APBA American Saddle Racing you must develop a skill in handling your horse. First, you must know your horse. If he cannot run for long distances, use him just in the short speed races. If your horse is a strong, lasting runner, you don't have to be in a hurry to pass other horses in order to establish a commanding lead position. You can open him up for a charge down the stretch whenever you wish. With another horse it may be advisable to try for the lead at once and then try to hold it, for he may have nothing left later in the race if he hangs back too long. You can bide your time in APBA horse racing or you can maneuver for a rail position early in the race. You must "manage" your horse as he runs. You decide when to pass and when to hold back and wait for a less time-consuming move. You decide whether to pass on the "inside" or "outside", how to go into the turns, whether to move into a lane ahead of another horse or run it out with him side-by-side. It's your decision to make!

GOOD AND BAD LUCK ARE BOTH ON HAND

During the course of the race Dame Fortune may either smile or frown upon you, for in APBA racing are all the unexpected eventualities that take place on a race track—for example, your horse might suddenly come up lame! It won't happen often, maybe never, but it is possible. On a muddy or sloppy track your jockey may be thrown, thus eliminating your horse from the race. Or your horse may be detected bumping or herding another horse and consequent-

ly be disqualified when the race is finished. Then, too, your horse could be the victim of such an infraction and benefit in the determination of finishing position. Then there's always the chance that your long-shot horse may summon up an unexpected sudden burst of speed, possibly even enough to put him in the lead. That won't happen often either, but it can happen to any horse, regardless of name and reputation! The best of horses can stumble at the start of the race and it may put them at a disadvantage that cannot be overcome with even an heroic recovery.

RE-RUN TWENTY GREAT FEATURE RACES OF THE YEAR

In each year's edition of the horse's cards is a set of reproduced charts of twenty of the year's outstanding feature races. Most of the horses and jockeys in these races are included in the same year's edition of horse cards and rated jockeys. You can run and re-run these twenty races over and over again. See how close to the real-life results your own reproduction of these races will come out, not only in the order of finish but also in the winner's track time! APBA gives you the time right down to the fifth of a second just as the race charts do.

The twenty race charts included with the current edition of the game are the 1972 runnings of:

- 1. American Derby, Arlington Park, Illinois
- 2. Arlington-Washington Futurity, Arlington Park, Illinois

- 3. Belmont Stakes, Belmont Park, Hempstead, New York 4. Brooklyn Handicap, Aqueduct, Jamaica, N. Y.
- California Derby, Golden Gate Fields, Albany, Calif.
 Champagne Stakes, Belmont Park, Hempstead, N. Y.
- 7. Delaware Handicap, Delaware Park, Wilmington, Del. 8. Flamingo Stakes, Hialeah Park, Hialeah, Florida
- 9. Garden State Stakes, Garden State Park, Camden, N. J. 10. The Governor Nicolls, Belmont Park
- 11. Gulfstream Park Handicap, Gulfstream Park,
- Hollandale, Florida 12. Hollywood Gold Cup Handicap, Hollywood Park,
- Inglewood, Calif.

 13. Hollywood Juvenile Championship, Hollywood Park
- 14. Kentucky Derby, Churchhill Downs, Louisville, Kentucky
- 15. Preakness Stakes, Pimlico Race Course, Baltimore, Maryland
- 16. San Juan Capistrano Handicap, Santa Anita Park, Arcadia, California
- 17. Washington D. C. International, Laurel Race Course, Laurel, Maryland
- 18. Widener Handicap, Hialeah Park, Hialeah, Florida
- 19. Wood Memorial Stakes, Aqueduct, Jamaica, New York 20. The Woodward, Belmont Park

Then besides these real-life feature races, there are races of your own design and arrangement that you can put together in an endless variety of ways. The playing instructions include a section on Race Suggestions that will help you devise all kinds of races of your own.

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"x3½" 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, cwher 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 lanuary 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 nex 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.

IOCKEYS, 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-bystep 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



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

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

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 in 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 1½" 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 roted 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

APBA GAME COMPANY, INC.

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1	Lancaster, Penna. 17604
1	Enclosed is \$12.95 (\$13.25 and \$13.75 foreign mail.
1	\$13.73 to Penna. residents) for my APBA American Saddle Racing Game. (No C. O. D.,'s please).
1	Send postpaid to:
1	Name First name Middle name Last name
i	Address
1	CityZip