

OUR NEWEST SOFTWARE SIMULATION — APBA PROFESSIONAL BASKETBALL! PREMIER EDITION INCLUDES EVERY 1990-91 SEASON PRO LEAGUE PLAYER!

We are proud to present the latest in our line of computer games, **APBA Professional Basketball**. It is unquestionably the most thorough basketball simulation ever designed.

Cactus Development Company of Austin, Texas is exclusively responsible for its development. The simulation is based on the **APBA Pro Basketball** board game, a game which has faithfully represented pro basketball since 1966. But you don't need to know a thing about the board game in order to use the software. And the magic of personal computers coupled with the technical expertise of Cactus has taken the basketball software far beyond the board game, both in features and in ease of use, beginning with an automatic hard disk installation system.

You'll no doubt be pleased to note that **APBA Professional Basketball** has no copy protection scheme, either on or off disk. (The full force of law, however, will be used to enforce the copyrights of both APBA Game Company, Inc. and Cactus Development Company.)

SCHEDULE, DRAFT, TRADE, PLAY, KEEP STATS AND RECORDS & MORE

Not only is the game itself simple to play, but there is no need to move in and out of DOS for any of its related activities. All the functions below can be accessed by a single keystroke from the opening menu.

BASKETBALL SIMULATION: Select teams and play game. Restore prior contest saved in mid-game. Play with two human coaches, two computer coaches or one human against computer. Make substitutions and call plays. (But don't "overcoach." Your club may suffer if you do.) Set display speed for game's exciting play-by-play commentary or choose "Instant" mode in which play descriptions are not shown at all and full game can be completed, on some machines, in less than one minute. Or run in "Instant" mode until 4th period, then switch to slower speed to watch or coach to conclusion of close contest. Change modes at any time during game. Pick your teams' colors. Decide which key player stats (points and personal fouls, or several other statistical categories) will appear on game screen. View or print stats for game in progress. Call time outs. Save game boxscore. Observe effects of built-in, mathematically-based home-court advantage!

AUTOSCHEDULE: With just a few keystrokes at start-up, play entire actual league schedule. Each Team disk contains real-life league schedule for that year. And you can devise and edit schedules for your own league! You can even specify in advance which games you want to play manually and which you want finished without your intervention. All stats are compiled automatically, too.

AUTOROSTER: Use this in conjunction with with AutoSchedule. All real-life in-season player transactions are programmed to occur at proper times. Have you ever seen this feature before in any sports simulation? With AutoSchedule and AutoRoster, you can produce thoroughly realistic and astonishingly accurate replays. And it's a breeze to do it!

LEAGUE MANAGEMENT: Create or modify leagues or their divisions. Draft and trade by adding or eliminating players. Staff new team in seconds using RosterCopy option, or copy whole league at once. Copy schedules from one league to another. Sort players eight different ways for comprehensive profile when conducting your draft. Examine player's APBA board game "card" and complete statistics. **EVERY PLAYER WHO SAW ANY LEAGUE ACTION IN 1990-91 IS INCLUDED ON TEAM DISK!** Twelve men are assigned to each of the 27 pro teams and remainder comprise reserve "pool."

RECORDS: Keep "highlight-film" performances from your league on file. Maintain list of record-setting marks as long as you wish — most assists, turnovers, blocked shots, or virtually any other individual or team statistical category — for game, half or quarter.

STATISTICS: Staggering array of statistics is at your disposal in this powerful module. We believe we have every stat you can possibly imagine, and every one the pros provide. Individual breakdowns: all players, all players on single team, single game highs, per game averages. Team breakdowns: offensive stats, defensive stats, single game highs, per game averages. Additional categories: league standings (including home, road, overtime records and more), record versus each opponent, game summaries, boxscores.

Boxscores, game summaries and team single game highs are available only for replays. Every other category is available both for replays and for actual 1990-91 competition. View or print them at any time. Both team and individual stats can also be sorted in enormous variety of formats (from top to bottom by minutes played, for example, or by free throws attempted, or by practically any other common or obscure category).

UTILITIES: Back up replay stat files without exiting to DOS. Transfer stats, records and boxscores to floppy disk for transmission to your league commissioner and incorporation into mail league statistics. Clear records and stats you no longer need.

CONFIGURATION: Modify rules for game to accommodate seasons with different rules. Determine, for example, whether 3-point shot will be in effect; whether to allow 3 free throws to make 2 or 2 to make 1 after certain fouls; whether loose ball and flagrant foul rules apply; whether tenths of a second shall be displayed; how many time outs will be permitted; and several additional choices. Other options are listed here, too: whether home-court advantage is to be in force; whether to have game's stats saved automatically; establishment of default game speed; and a few more.

APBA PROFESSIONAL BASKETBALL — COMPLETE GAME PRICE JUST \$49.95!

The price of the premier edition of this peerless basketball simulation is only \$49.95. You'll get all the function described above, along with the 1990-91 season Team Disk. Also included is a clearly-written instruction manual and attractive four-color packaging.

AUTOMERGE ENABLES YOU TO MIX PLAYERS FROM

DIFFERENT TEAM DISKS

GET 1961 - 62 SEASON TEAM DISK FREE WITH AUTOMERGE!

If you want to create leagues including players from different seasons, you want **AutoMerge**. With it you can set up a league featuring (for example) Michael Jordan, Jerry West, Oscar Robertson, Magic Johnson, Bill Russell and Charles Barkley, assuming you have the 1990-91 and 1961-62 season Team Disks.

The 1990-91 Team Disk comes with the game. And if you purchase **AutoMerge** — which is not part of the game — before June 25, 1992, we'll include the 1961-62 Team Disk FREE! During that season Wilt Chamberlain averaged 50.4 points per game! **AutoMerge** costs \$24.95.

If purchased separately, the 1961-62 Team Disk costs \$19.95 (but remember it's free with **AutoMerge**). The 1989-90 Team Disk is also available at \$19.95. Like 1990-91, these two Team Disks contain every player who played at all during the regular season.

HARDWARE REQUIREMENTS

APBA Professional Basketball and **AutoMerge** both require an IBM PC, XT, AT, PS/2 or truly compatible computer with 640k RAM and at least two disk drives (one floppy and a hard drive or dual floppies). A HARD DRIVE IS RECOMMENDED, but the game will run on dual 5 1/4" (360k or 1.2m), or 3 1/2" (720k or 1.44m) drives. It will NOT run on a single floppy system. Some disk swapping is required on floppy systems, and you cannot save boxscores or employ certain other functions — among them **AutoSchedule** and **AutoRoster** — if you have no hard drive. You'll need DOS 3.0 or later on any system. An 80-column color or monochrome monitor is also necessary.

SALES & DELIVERY POLICIES AND CREDIT CARD PURCHASES