APBA PRO BOWLING: UNSURPASSED IN REALISM!

From the Regular Bowler to the Casual Fan — A Game for Everyone!

As Accurate As A Game Can Be

APBA Pro Bowling may well be the most realistic of all the APBA games———Baseball, Football, Basketball, Saddle Racing and Golf ———games widely acclaimed for their remarkable, unerring reproductions of pro sports. Like the others, APBA Bowling was researched and tested for years before it was marketed.

Every one of the 48 bowlers represented in this game will very nearly duplicate his actual average on the pro circuit. After a number of games with APBA Bowling, the strengths and weaknesses of each pro———from Earl Anthony to Wayne Zahn———will become clearly apparent to you.

You Don't Need to Be A Bowling Expert to Play

The more you know about professional bowling, the more you'll appreciate the authenticity of this game at the outset. But even if you're almost totally unfamiliar with the sport when you get the game, you still won't be lost! You'll soon learn not only the characteristics of the pros represented in the game, but also the ins and outs of bowling itself.

Yes, APBA can MAKE you a professional bowling expert! If you don't already know, you'll rapidly discover which kinds of spare combinations are hardest to convert. You'll recognize, in a hurry, just how tough it is to roll a "perfect" 300 game. And, of course, you'll swiftly determine which bowlers are the cream of the crop of 48, the very best of the particular season contained in the current edition of the game.

Complete A Game In Less Than 10 Minutes

In actual competition, two bowlers can run off a game in about 18-20 minutes. You can finish the same contest in APBA in fewer than 10. Most games should take around 5-6 minutes, depending on the ratio of strikes to spares over the course of ten frames.

APBA Bowling takes less time than real-life bowling simply because it eliminates the time spent waiting for ball returns and the "concentration time" of the bowlers prior to each roll of the ball. As few as two dice-rolls and seldom more than four or five will complete a frame. Ten frames are completed in short order and you will find that even a 48-man elimination tournament can be played off by one person during his leisure time over the course of one week. A group of players can do it in a considerably shorter period.

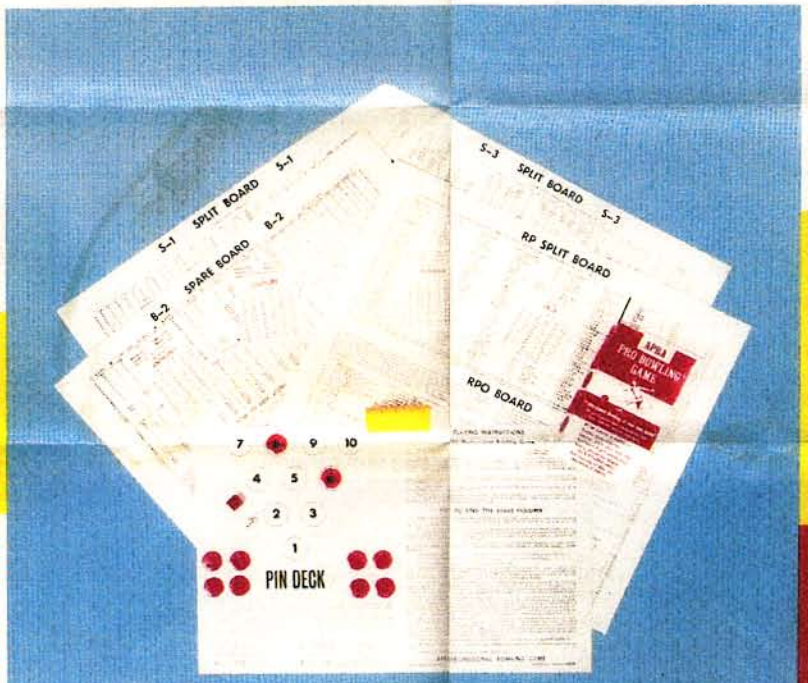
You Can Play APBA Bowling By Yourself

Obviously, you can play APBA Bowling in "face-to-face" fashion against one or more friends, with each player "managing" one or more bowlers. You can schedule single games or a series of games. You can match any two bowlers against each other, head-to-head. You can arrange tournaments with each contestant controlling a group of bowlers, instead of just one, and having the winner determined as the one whose "group" accumulated the highest pin total for the tourney.

Or you may provide yourself with an afternoon or evening of private entertainment, enjoying the game alone. Play any number of games, observing and "coaching" whichever pros you prefer. (Solitary play, incidentally, is probably the fastest way to acquaint yourself with the characteristics of the 48 bowlers.) You can, in fact, do just about anything you want with APBA Bowling.

48 LEADING PRO BOWLERS PERFORM FOR YOU
Fresh Excitement with Every Game They Roll

SPARES & SPLITS OCCUR WITH SAME FREQUENCY AS THEY DO IN REAL-LIFE PRO COMPETITION!



An Updated Set of Bowlers Every Year

Forty-eight of the top touring professional bowlers are assigned APBA Bowling cards each year. Number of games bowled, pin average and dollar winnings are the bases for selection. The current (1961) edition of APBA Pro Bowling features the following professionals:

1. Earl Anthony	17. Henry Gonzalez	33. Ed Ressler, Jr.
2. Tom Baker	18. Marshall Holman	34. Dick Ritger
3. Joe Berardi	19. Tommy Hudson	35. Jay Robinson
4. Mike Berlin	20. Dave Husted	36. Dan Roche
5. Neil Burton	21. Joe Hutchinson	37. Mark Roth
6. Nelson Burton, Jr.	22. Dennis Lane	38. Ernie Schlegel
7. Rich Carruba	23. Larry Laub	39. Gil Sliker
8. Jimmy Certain	24. Alvin Lou	40. Butch Soper
9. Bill Coleman	25. Jeff Mattingly	41. Dave Soutar
10. Fred Conner	26. Cliff McNeely	42. Bill Spigner
11. Pete Couture	27. Louie Moore	43. Guppy Troup
12. Gary Dickinson	28. Paul Moser	44. Wayne Webb
13. Mike Durbin	29. Bus Oswalt	45. Dick Weber, Jr.
14. Frank Ellenburg	30. George Pappas	46. John Weltzien
15. Palmer Fallgren	31. John Petraglia	47. Steve Westberg
16. Dave Frame	32. Jim Plessinger	48. Wayne Zahn

A new edition of cards is computed every year, based on the statistics of the preceding calendar year, and becomes available in July. The current edition represents the 1979 bowling year. The 1962 edition, available July, 1961, will reflect the records of the 1960 season.

Naturally, you won't need to purchase a whole new Bowling Game every year to update your cards. If you want to update, all you'll have to buy is the card set itself, which currently costs just $3.00 ($3.18 in Penna., $3.30 foreign).

SAMPLE SERIES

To illustrate the authenticity———and at the same time the unpredictability———of APBA Bowling, we pulled four bowlers at random from the 1978 season set and bowled a couple of sample 3-game, 4-way contests.

First Series

Anthony	248	— 228	— 226	—— 700
Couture	177	— 192	— 209	—— 578
Holman	200	— 196	— 228	—— 626
Laub	213	— 186	— 237	—— 636

Second Series

Anthony	199	— 212	— 218	—— 629
Couture	219	— 220	— 232	—— 671
Holman	241	— 224	— 189	—— 654
Laub	222	— 207	— 201	—— 630

As you see, a hot Earl Anthony buried the competition in the first series, but dropped all the way to fourth in the second! Pete Couture, on the other hand, won the second round after a disastrous first. Marshall Holman was Couture's closest pursuer in the second series, while Larry Laub posted nearly identical totals in the two rounds.

Anything can happen in a given game, series or tournament; any of your 48 bowlers might win, just as in real life. Over the long haul, though, you can count on the top pros being the best bowlers in APBA as well. The fact that each man will average almost exactly what he did in the actual season insures it.

Bowlers Can "Choke" Under Pressure

[illegible]

APBA GAME CO. INC.
1001 Millersville Rd., P.O. Box 4547
Lancaster, Pa.17604

467 Different Spare Possibilities

APBA Pro Bowling is a thoroughly comprehensive reproduction of the sport of bowling. A case in point is the variety of spare leaves (or simply spares) included in the game. Mathematically, 1,023 different spares are possible in bowling. A large number of those, however, are inconceivable in practice. One quite obvious example is a 1-2-3-4-6-7-8-9-10 spare———the five (middle) pin down and all others standing.

APBA provides for all single-pin spares and every sensible combination. That's 467 individually listed spares, each of which comes up with nearly the same frequency as in real life.

Innovative APBA Techniques to Determine Spares

To identify which pins remain standing after an unsuccessful strike attempt, APBA Bowling sometimes employs entirely original "multiple result" techniques. This system reduces (often drastically) the chances for uncommon spares and splits.

You may bowl literally hundreds of games without certain rarities ever occurring, while more conventional spares may appear several times in one game. When a bowler fails to strike, one-, two-, three- or four-pin spares result most frequently, but even many of the three- and four-pin combinations are awfully unusual.

Find the Spare Fast

[illegible]

Shot Options

Naturally, the degree of difficulty in converting every spare and split has been painstakingly analyzed and accurately reflected in APBA Bowling. The percentage of chance for making most single-pin spares may exceed 95%, while the figure for the infamous 7-10 split may be less than 1%. A great deal, of course, depends upon the bowler himself.

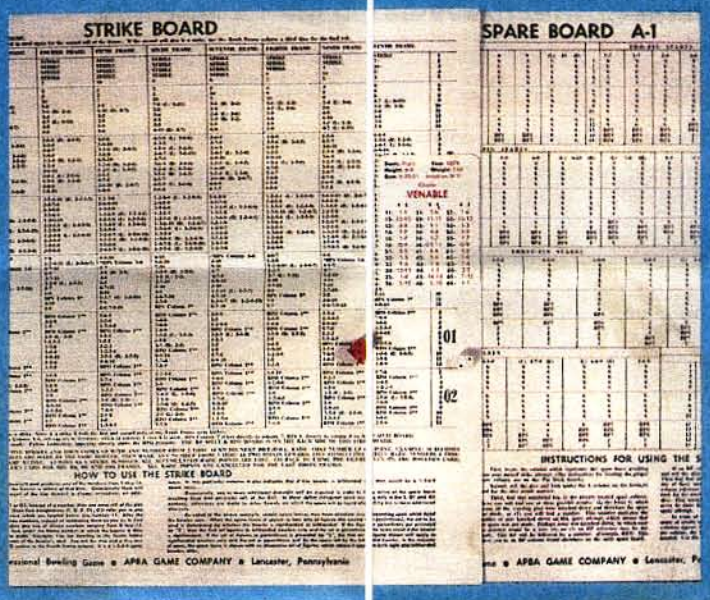
Because of the long odds against converting particular splits, options are provided in the rules. Suppose, for example, your bowler is faced with a 4-6-7-10 split (the far two border pins on each side). If you attempt to knock down all four pins, you may well get none. But should you merely attempt to drop two of them, you'll have a far better chance to pick up those two. The position of your bowler and the game or match situation most often dictate whether you elect to gamble for all four pins or play it safe for two.

More APBA Detail: Distinctions Between Lefthanders & Righthanders

Attention to detail has, unquestionably, been a prime reason for the success of every other APBA game. And we've applied that same attention to detail to APBA Bowling. One small piece of evidence: APBA even allows for variations in results contingent upon which hand the bowler uses!

Since angles are so significant in rolling for spares, some shots are a bit tougher for lefties than for righties, and vice-versa. Certain spares favor lefthanders, others favor righthanders, and APBA has incorporated this widely overlooked aspect of bowling realistically. You'll find the sophistication of this game nearly unbelievable! (Yet it's so simple to play.)

INTRICATE IN DESIGN ——— EASY TO PLAY



HOW TO PLAY APBA PRO BOWLING

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COMPONENTS OF APBA BOWLING

48 Bowlers' Cards. . .

Forty-eight of the best professional bowlers from the 1979 season are featured in this 1961 edition of APBA Pro Bowling. Each is represented by an individually and precisely computed card, calculated with APBA's exclusive formula. That formula assures true-to-life performance by every single bowler in the set.

The cards are printed on standard durable APBA card stock, and measure 2½" X 3½" each. A new set of bowlers' cards is issued annually, in July, based on the statistics of the preceding calendar year. The 1962 edition of APBA Bowling, reproducing the 1960 season, will first be available in July, 1961.

. . .Five 2-Sided Result Boards. . .

The boards begin with a sturdy, 14-ply Strike Board, whose flip side registers the rare spares and splits along with some of the more improbable eventualities in pro bowling (gutter balls, foot faults, interference, injuries, etc.). You may play a lifetime without seeing some of them, but any one of them is always possible in a game, no matter how remotely.

There are four other 2-sided, 14-ply boards———Spare and Split Boards. This means you get a Strike Board and nine different Spare and Split Boards, each measuring 16 3/4" X 14 3/8". They're all big and easy to read.

. . .And More

The game is packaged in a regular-size APBA box, 17" X 15" X 1½". Enclosed is a 6-ply Pin Deck Board with rules, an inside card box, a pair of APBA dice, a dice shaker, ten plastic pin markers and five scoresheets.

IF YOU WANT MORE OF OUR SCORESHEETS, SEND AN ADDITIONAL $2.50 PER HUNDRED ($2.65 in Penna., $2.75 foreign) OR $10.00 PER FIVE HUNDRED ($10.60 in Penna., $11.00 foreign). PLEASE SPECIFY "BOWLING" SCORESHEETS IF NOT USING THE COUPON BELOW.

WE PAY THE POSTAGE

APBA Game Company is primarily a mail-order firm; you might not be able to find APBA Bowling in your local stores. To order the game directly from us, you pay only $11.95 if you're a U.S. resident (except in Pennsylvania) or a serviceman with an APO or FPO address. Pennsylvania residents must add 6% sales tax, for a total of $12.67. The price for buyers in all foreign countries is $13.15.

(We must ask that foreign purchasers remit money orders drawn in U.S. dollars. We cannot accept foreign checks. Residents of foreign countries should be aware that any duty or customs charges are levied by their governments, not APBA Game Company.)

Wherever you live, YOU ADD NOTHING FOR POSTAGE. WE PAY IT ALL, unless you request special treatment by the Postal Service. If you do, the U. S. P. S. charge for Special Handling is 70¢ and Special Delivery $2.85. For Priority Mail, check the four-pound rate from your local Post Office to Lancaster, Pa. 17604———your Post Office can supply it. (None of these special mailing services is available to any foreign country. Overseas servicemen may add the $1.00 Parcel Air Lift rate if they desire.)

ALL SALES BY APBA GAME COMPANY ARE FINAL. WE ACCEPT NO RETURNS, EXCHANGES, CANCELLATIONS OR REVISIONS ONCE WE'VE PROCESSED YOUR ORDER. WE DO GUARANTEE THE GAME TO BE FAIRLY AND ACCURATELY REPRESENTED IN THIS BROCHURE.

Normally, we'll mail your Bowling Game within three days or less following receipt of your order. When the new edition of the game is released every July, however, there may be a delay of nearly a month for orders placed during July or early August. By late August we are generally caught up again.

WE DO NOT ACCEPT C. O. D. ORDERS.

ORDER COUPON BOL

APBA Game Company, Inc.
1001 Millersville Rd. — P.O. Box 4547
Lancaster, Penna. 17604

☐ Enclosed is $11.95 ($12.67 in Penna., $13.15 foreign) for my APBA Pro Bowling Game.

☐ Enclosed is _____. Also send me _____ APBA Bowling scoresheets at $2.50 per hundred or $10.00 per 500. (Penna.: $2.85 or $10.60; foreign: $2.75 or $11.00)

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____