NEW: 1989 SEASON APBA COMPUTER FOOTBALL TEAM DISK* — $24.95
all 28 pro teams — 37 players per team

APBA COMPUTER FOOTBALL VERSION 2.0 UPGRADE DISK — JUST $15.00!

Version 2.0 of APBA Pro League Football, the computer game, adds two major functions.

First, an automatic play mode has been introduced. This feature allows a full-robot game to be played entirely by your machine once you have started it. It isn't necessary to press keys to activate plays in this mode, and as a result your machine doesn't even have to be attended while the game is taking place. The time required for a game is minimal, but will vary depending upon the speed of your computer. A high-speed machine may complete a game in as little as one minute.

Second, a game-end scoring review has been added. This will summarize the game's scoring plays, just as most newspapers do, something like this:

SECOND QUARTER
13:32 INDIANAPOLIS: Jones, 48 yard pass from Smith (Miller kick)

This upgrade to version 2.0 costs $15.00 only for fans who have already purchased the game from APBA. New buyers of the computer football game will automatically get version 2.0 in their games. The upgrade does not include the 1989 Team Disk.

COMPLETE APBA FOOTBALL COMPUTER GAME — PRICE REDUCED TO $59.95!

For those who don't yet have it, this is the **APBA Pro League Football Game** (the board game) converted to computer format. It's much more, too, as you'll soon see as you scan the list of features below. In one sense, it's also much less: much less work. The need to calculate and re-calculate indexes, to keep track of down, distance and ball position, to determine where to spot the ball after a penalty, to shuffle play cards, and several other jobs—all have disappeared in the software version of APBA Football because your machine will do them for you, effortlessly and instantaneously. **And you won't have to total statistics, either, because A SEASON STATISTICS COMPILER IS INCLUDED WITH THE GAME!**

YOU DON'T NEED THE BOARD GAME OR EVEN ANY FAMILIARITY WITH IT TO PLAY THE COMPUTER GAME. IN ORDER TO PLAY IT WELL, THOUGH, YOU MUST UNDERSTAND THE FUNDAMENTAL RULES AND STRATEGIES OF MODERN PRO FOOTBALL.

APBA cards and boards are built into the software and they interact with each other just as they do in the board game. Every player in the regular and XF sets for the 1989 season is included on the Team Disk — 1,036 altogether. All the features of the board game have been retained. **This is version 2.0 of the game!**

For those unfamiliar with the board game, those include: four offensive and four defensive units; seven standard offensive scrimmage plays (plus four "trick" plays) and seven defensive alignments; keying and double-covering; comprehensive kicking game encompassing kickoffs, onside kickoffs, safety kicks, punts, extra points, field goals and even free kicks when permissible, as well as fake punts and field goals; returns of all types, with certain options (normal return, maximum rush, fair catch, let it roll) on punts; throwing away the ball to conserve time and falling on it to use up time; hurry up offense; timeouts; injuries; penalties with realistic frequency; scrambles, sacks and interceptions; fumbles and muffs; rating and grading of players including differing ratings for some defensive linemen and linebackers against runs and passes; "audibles"; **and the traditional realism you expect from APBA, both in the playing of the game and in the resulting statistics.**

AND THE COMPUTER GAME ADDS THE FOLLOWING FEATURES:

ROBOT COACH: Play face-to-face against another person, play against the built-in robot coach, or simply watch two robot coaches try to outsmart each other. Set the robot's aggressiveness factor to the level you desire, from extremely conservative to riverboat gambling styles.

DETAILED PLAY DESCRIPTIONS: The flow of the game and the feel of every play is captured in these messages. You may adjust the speed at which they scroll across the screen.

RUSHING & PASS RECEIVING FREQUENCIES: The percentage of carries or receptions a player made (of his team's real-life total) is listed on-screen to provide guidance for player usage.

GAME & CUMULATIVE STATISTICS: Comprehensive stats for the in-progress game and for your season are maintained.

SAVE & RESTORE: Call a halt in mid-game and, later on, pick the game up at the point you stopped it.

AUTOMATIC SUBSTITUTION: The program will automatically substitute when you change units or suffer an injury. But you can override its choices if you wish, both in the human and robot coaching modes.

INSTANT REPLAY: Re-run the description of a particularly exciting play.

CUMULATIVE SEASON STATISTICS: Display or print a wide variety of individual and team stats for your season-to-date (or merely the stats from the game you're playing at the moment).

AND MANY OTHER LITTLE TOUCHES WE THINK YOU'LL APPRECIATE!

HOW IS THE APBA PRO LEAGUE FOOTBALL COMPUTER GAME PLAYED?

After a few simple choices from the initial menu (color or mono screen, human or robot coaches, etc.), you'll be shown a Team Selection Screen. Choose two of the 28 listed teams and you'll see the Field & Unit Screen, which displays the players on the field at the time—in this case, the kickoff and kickoff return units. Unless you've designated robot coaches, who make such decisions on their own, the coach of the kicking team will be asked whether he wants an onside kick.

The kickoff is described in detail (as is every play in the game) in the pop-up message box, the ball marker and first down sticks move to the proper spot on the field and the game clock shows the time remaining in the quarter. Unless the opening kickoff has resulted in a score, the Play Selection Screen appears and play from scrimmage begins. If you're employing two human coaches, the visiting and home coaches sit at opposite sides of the keyboard, privately and simultaneously calling their units, plays, alignments, keys and double-coverages, using function and number keys respectively. The screen flashes any change in the offensive unit as the offensive coach makes it. (The Play Selection Screen constantly displays the "hot" keys for each coach, and the instruction manual provides additional help. The game is very easy to play.)

Most special calls—kicking (or fake kicking) plays, hurry up offense, timeouts, etc.— are made from the Options Menu, which is summoned with a single keystroke by either coach. When the contest is over, you'll have the opportunity to save and accumulate the game stats. Sound simple? It is!

For only $59.95, you'll get all the pro football action you could want in a computer game.

WHAT MORE COULD YOU WANT? MAYBE APBA FOOTBALL COMMISSIONER* !

APBA Football Commissioner software will enable you to do even more with the **APBA Pro League Football Computer Game**. With **Commissioner**, you can:

1. CREATE TEAMS & LEAGUES	4. DUPLICATE LEAGUES
2. DRAFT PLAYERS	5. DUPLICATE TEAMS
3. SET UP TEAM UNITS	6. MERGE TEAMS

You'll get a bonus with **Commissioner**, too—a free **Stats Leaders** program! And get this—the price of Commissioner has been slashed to $29.95!

ONE THING YOU PROBABLY DON'T WANT IS COPY PROTECTION, AND NEITHER THE **APBA PRO LEAGUE FOOTBALL COMPUTER GAME** NOR **APBA FOOTBALL COMMISSIONER** HAS IT. FOR YOUR CONVENIENCE, ESPECIALLY THOSE OF YOU WITH HARD DISKS, NONE OF THE PROGRAMS IN THE GAME ARE PROTECTED IN ANY WAY. YOU WILL BE FREE TO MAKE COPIES FOR PERSONAL USE. (The full force of the law, however, will be used to protect copyrights. Makers and users of unauthorized copies will be prosecuted.)

HARDWARE REQUIREMENTS

To run the **APBA Pro League Football** computer game and **APBA Football Commissioner**, you'll need an IBM PC, PC/XT, PC/AT, PS/2 (not a PCjr) or true compatible with a minimum of 384K RAM (256K for **APBA Pro Bowling**—other **Bowling** requirements except disk drives, as noted below, are identical to those for **Football**), and at least (a) two 360K 5 1/4 " floppy disk drives (one is sufficient for APBA Pro Bowling) OR (b) one1.2m 5 1/4 " floppy disk drive, OR (c) one 720K or 1.44m 3 1/2" floppy disk drive; OR (d) one of the above floppy disk drives and a hard disk. You will also need an 80-column color or monochrome monitor with the appropriate color or monochrome "card," along with DOS 2.1 or higher. You'll need a printer, naturally, if you wish to print any statistics.

IMPORTANT: SALES & DELIVERY AND CREDIT CARD POLICIES

All sales are final. We make no returns or exchanges, and we don't cancel or revise orders we've received. SEE THE ENCLOSED BLUE FLYER (reverse side of "New Baseball Data Disks") FOR DETAILS ON CREDIT CARD ORDERS. Although we've tried to develop software which will run on as many IBM "clones" as possible, we do not guarantee compatibility for any software. Please be sure you want an item before you order it, and be absolutely certain you have the proper equipment to run it. The risk of non-compatibility is yours.

Pennsylvania residents must add 6% to all prices in this flyer and foreign buyers must add 10%. All payments must be in U.S. dollars (by money order, if you are a foreign purchaser). Servicemen with APO or FPO addresses pay the regular U.S. prices.

NEW: 1989 SEASON BOWLER DISK* — 48 BOWLERS — $ 9.95
COMPLETE APBA COMPUTER BOWLING GAME — PRICE CUT TO $24.95!

Bowling is not a difficult sport, and neither is the **APBA Pro Bowling** computer game. You can easily play a game in a few minutes, and you don't need to be a bowling expert to play. No knowledge of the **APBA Pro Bowling** board game is required, either. **APBA Pro Bowling** is not copy-protected.

The computer game is a conversion of that board game, with a substantial number of added features. Both regular and tournament bowling setups are available. In case you're not familiar with the rules for tournament play, they're explained in detail in the instruction manual. These rules are not hard to learn, and the manual and the game screens lead you right through them.

The game contains the same 48 real-life pro bowlers in the current edition of the board game, the 1989 tour year. The bowlers' APBA cards and all the board results from the board game are built into the software and form the basis for the computer game. As in the board game, you can rely on the bowlers to perform at the same skill level and to produce about the same average they did on the actual tour. You'll occasionally see unusual splits, 300 games, streaks and slumps. Once in a long, long while, you may do a double take when a foot fault, spectator interference, a gutter ball, an injury or some other truly rare occurrence takes place.

HOW IS THE APBA PRO BOWLING COMPUTER GAME PLAYED?

To play the **APBA Pro Bowling Computer Game**, merely select "Regular" or "Tournament" bowling from an easy-to-follow menu. Then enter the number of bowlers in this particular match (1-4). Choose the bowler(s) from the Select Bowlers Screen and you're ready to go. (If you want to examine a bowler's APBA card and a brief listing of his season's accomplishments before deciding whether to choose him, simply press [F1] for a quick "profile.")

You roll each ball for each bowler by hitting the space bar. Or, if that's too much trouble, strike the "A" key to switch to the "Autoplay" mode. In that mode, play continues without any keystrokes. You may adjust the speed of the ball's path down the alley to your liking.

Scorekeeping, of course, is done automatically. The on-screen lane (color-coded for each bowler in the match) shows the roll of the ball and any pins left standing after the roll. A bowler's ongoing total for the game appears on the APBA scorecard above the lane immediately after his scoring for a frame is finalized.

For really rapid play, you may activate the "Quickplay" option. With it, there is no pin action visible on the screen. When prompted, you specify the number of games you want bowled and the computer will play them on its own. The "Quickplay" option may be toggled on and off during a game. With it, you can easily play an entire tournament in one evening!

AUTOMATIC ACCUMULATION OF STATISTICS!

The software keeps cumulative statistics, including average, games, total pinfall, high and low games and, for tournament play, wins, losses, ties and bonus points. Statistics can be displayed and printed. (Both overall and tournament totals can be reset—separately—to zero if you wish to start over.) You can also display bowlers' real-life records and major tournament winners.

* Not a complete game.