

NOW: APBA PRO FOOTBALL COMPUTER GAME!

Under development since 1984, the APBA Pro Football Computer Game is about ready to hit the streets. It's taken a long time — much longer than we anticipated — to complete the programming to our satisfaction, but once you have the game we think you'll agree the wait has been well worth it. The game programs have been developed by Sam Bigger and Gridlock Associates. To maintain maximum control over this initial version of the game, as well as subsequent updates and enhancements, APBA Game Company has chosen to publish the APBA Pro Football Computer Game itself.

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 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, the shuffling of 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 PRO FOOTBALL COMPUTER GAME FEATURES

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 1988 season is included — 1,036 altogether. (You can review those players on the enclosed roster sheets.) All the features of the board game have been retained.

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).

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

WHAT'S MISSING?

Only two things that we know of. The first is the capability for you to create your own leagues. But software which will do just that, and more, is under development right now and, in fact, is nearing completion. It's tentatively titled **APBA Football Commissioner**, and we expect it to be available (at additional cost) within a few months. We plan for this set of programs to enable you to duplicate teams and leagues, create teams and leagues from scratch (using existing players), draft players to existing teams, set up permanent (but alterable) team units, and modify player ratings and statistics. It will also allow 44-man rosters for drafted teams. We'll notify all game owners as soon as the Commissioner is available.

THE OTHER MISSING ITEM IS COPY PROTECTION. 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 YOUR PERSONAL USE. (The full force of the law, however, will be used to protect copyrights. Makers and users of unauthorized copies will be prosecuted.)

HOW IS THE APBA PRO 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. 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!

HARDWARE REQUIREMENTS

To run the APBA Pro Football computer game, you'll need an IBM PC, PC/XT, PC/AT, PS/2 or true compatible with a minimum of 384k RAM, and at least (a) two 360k 5¼" floppy disk drives; OR (b) one 1.2m 5¼" floppy disk drive; OR (c) one 720k or 1.44m 3½" floppy disk drive; OR (d) one of the above floppy 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.

APBA PRO FOOTBALL COMPUTER GAME — A BARGAIN AT \$79.95!

For only \$79.95, you'll get all the pro football action you could want in a computer game. (The game is \$84.75 in Pa. and \$87.95 for all foreign purchasers.) You'll receive the necessary disks (5¼" or 3½" format, as you choose) packaged with a comprehensive instruction manual. A new team disk, based on the preceding season, will be marketed every year, and we anticipate making some old teams and seasons as well.

IMPORTANT: SALES & DELIVERY POLICIES

All sales are final. We make no returns or exchanges, and we don't cancel or revise orders we've received. In order to keep our costs (and your prices) as low as possible, we accept no credit cards and do no C.O.D. mailing. Although we've tried to develop software which will run on as many IBM "clones" as possible, we do not guarantee compatibility. 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.

ORDER COUPON — DETACH HERE

APBA Game Company, Inc. • 1001 Millersville Road • Post Office Box 4547 • Lancaster, Pennsylvania 17604-4547

- Enclosed is \$79.95 (\$84.75 Pa., \$87.95 foreign) for the APBA Pro Football Computer Game in 5¼" 3½" IBM format.
- Enclosed is \$29.95 (\$31.75 Pa., \$32.95 foreign) for the APBA Pro Bowling Computer Game in 5¼" 3½" IBM format.
- Enclosed is \$49.95 (\$52.95 Pa., \$54.95 foreign) for APBA Baseball General Manager in 5¼" 3½" IBM format.
- Enclosed is \$39.95 (\$42.35 Pa., \$43.95 foreign) for The Baseball Wizard in 5¼" IBM format.
- Enclosed is \$44.95 (47.65 Pa., \$49.45 foreign) for The Baseball Wizard in 3½" IBM format.
- Send me FREE information on APBA Major League Players Baseball, the APBA computer baseball game.
- Send me FREE information on APBA Baseball StatMaster, the cumulative statistics software for APBA Major League Players Baseball.

Be sure to check proper format!

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NOTE: None of the software on this coupon has been completed as this form is printed. We fully expect to have all of it by early summer, 1989. But, given past software development experience, we can't be certain. As a result, delivery of one or more of these items may possibly extend beyond the date specified under "Sales & Delivery Policies" on the flyer headed "APBA Football Fan" in red. If there is such a delay in delivery of a software product, we will not hold your order for in-stock merchandise. One more thing: we believe each software package will work exactly as described on this flyer. It is conceivable, though, that minor changes may be necessary before publication. Be assured that any such change will be minor.

All foreign payments must be in U.S. dollars. Servicemen with APO or FPO addresses pay regular U.S. prices.

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