

## NEW: 1990 & 1972 SEASON APBA COMPUTER FOOTBALL TEAM DISKS — \$24.95 EACH

1990: all 28 pro teams — 44 (YES, 44!) players per team 1972: all 26 pro teams — also 44 players per team See page 1 of this mailing for 1972 season highlights. The 1989, 1988 and 1958 football season disks remain available, also at \$24.95 each. 1989 and 1988 have 37 players per team, and 1958 has 33.

## APBA COMPUTER FOOTBALL VERSION 3.0 UPGRADE DISK — JUST \$15.00!

Version 3.0 of APBA Pro League Football expands and enhances the computer game in several ways:

**A Season Scheduler has been added, enabling you to replay a full league season automatically after start-up. The Scheduler is flexible, too. Instead of playing the entire schedule automatically, you may choose in advance which games you want to play manually and which you want played without your help. You may replay the built-in real-life schedule or you may construct your own schedule from scratch. With the Scheduler, you can play games a week at a time or run off the whole season's schedule at once.**

The elapsed time on plays where the quarterback "falls on the ball" is now more accurate.

**The robot coach has grown smarter. He will make better use of his time outs; he will not persist in calling pass plays repeatedly when he is hopelessly behind; he will not often try low-percentage, long-range field goals. In general, his calls, both offensively and defensively, will be more difficult for a human coach to anticipate.**

A new option allows you to set your overtime mode prior to a game. The regular-season setting will result in an overtime game ending in a tie if it remains dead-locked after the fifth period. The playoff setting will allow the game to continue indefinitely until someone scores.

**We've also implemented the league's timing changes for the 1990 season.** This upgrade to version 3.0 costs \$15.00 only for fans who have already purchased the game from APBA. New buyers of the computer football game will receive version 3.0. The upgrade does not include the 1990 Team Disk, nor does it include new packaging.

## COMPLETE APBA PRO LEAGUE FOOTBALL COMPUTER GAME — \$59.95 BUY NOW AND GET 1972 SEASON TEAM DISK FREE!

For those who don't yet have it, a complete APBA Pro League Football computer game, version 3.0, costs \$59.95. The current edition includes the 1990 season Team Disk. It will arrive in new and attractive four-color packaging. And, if you order the complete game before December 25, 1991, you will also receive the 1972 season Team Disk free of charge!

The computer game is the APBA Pro League Football Game (the board game) converted to a software environment. It's much more, too. Here are just a few features:

**ROBOT COACH:** Play face-to-face against another person, play against the robot coach, or simply watch two robots try to outthink each other. Set the robot's aggressiveness to the level you want.

**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 your screen.

**GAME & CUMULATIVE STATISTICS:** Comprehensive stats for the in-progress game and for the season to date are compiled for you.

**SAVE & RESTORE:** Call a halt in mid-game and, later on, resume the contest.

**AUTOMATIC SUBSTITUTION:** The program will automatically substitute when a team changes units (goes from a standard pro set to a three wideout formation, for example) or suffers an injury. And you can make your own substitutions any time you wish.

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

**AUTOMATIC PLAY MODE:** Play a game in about a minute. Or use the new Season Scheduler to play a whole season this way.

**SCORING SUMMARY:** Newspaper-like summary of a game's scoring plays.

## MAKE TRADES OR DRAFT YOUR OWN LEAGUE WITH APBA FOOTBALL COMMISSIONER

APBA Football Commissioner will add to your enjoyment of APBA Pro League Football. With it you can:

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

Commissioner also includes a Statistical Leaders program, and its price has been reduced to \$24.95!

## HARDWARE REQUIREMENTS

APBA Pro League Football and APBA Football Commissioner require an IBM PC, XT, AT, PS/2 or truly compatible computer with 512k RAM and at least two disk drives. A HARD DRIVE IS RECOMMENDED. The game will run on dual 5 1/4" (360k or 1.2m), or 3 1/2" (720k or 1.44m) drives. It will also run on a single 3 1/2" or a single 5 1/4" 1.2m drive (but not on a single 360k drive). Some disk swapping is required on floppy systems, and the Season Scheduler cannot be used without a hard disk. You'll need DOS 2.1 or later on any system. An 80-column color or monochrome monitor, with the appropriate "card", is also necessary.

APBA Pro League Football has no copy protection, either on or off disk. The full force of law, however, will be used to enforce our copyrights.

## SALES & DELIVERY POLICIES AND CREDIT CARD PURCHASES

All sales are final. We accept no returns or exchanges, and we don't cancel or revise orders we've received. Although we have tried to develop software which will run on as many IBM clones as possible, we do not guarantee compatibility. Please be sure you want any item before you order it, and be absolutely certain you have the proper equipment to run it. The risk of non-compatibility is yours.

SEE PAGE 1 OF THIS MAILING FOR DELIVERY INFORMATION AND PAGE 2 FOR DETAILS ON CREDIT CARD ORDERS.

Pennsylvania residents must add 6% sales tax and all foreign buyers must add 10%. Buyers in foreign countries must pay with a money order in U.S. dollars or use a credit card. Servicemen with APO or FPO addresses pay the regular U.S. prices.