NOW 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
2. DRAFT PLAYERS
3. SET UP TEAM UNITS
4. DUPLICATE LEAGUES
5. DUPLICATE TEAMS
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 IS 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.) See reverse side for hardware requirements.

*Not a complete game.

BRAND NEW - - - 1958 SEASON APBA COMPUTER FOOTBALL TEAM DISK!

"The Greatest Game in Football History" climaxed the 1958 football season. It is still regarded that way by many veteran observers, and it is also given credit for making pro football a true "big-league" spectator sport on a par with baseball.

That championship game saw Baltimore and New York enter the first sudden-death overtime ever played. The overtime period became necessary after Johnny Unitas led a last-ditch drive culminating in a Steve Myhra field goal which tied the game at 17-17 with only seconds left. That drive deprived New York of a victory which seemed imminent after its two late TD's had overcome a 14-3 Baltimore lead. Alan Ameche's overtime TD plunge finally settled the issue in Baltimore's favor at 23-17.

Now you can replay the 1958 football season with the **APBA Pro League Football** computer game. Coach quarterbacks like Unitas, Norm Van Brocklin, Bobby Layne and Y.A. Tittle. Watch running backs like the peerless Jim Brown, Frank Gifford, Lenny Moore and Paul Hornung. And enjoy having rosters including linemen like Lou Groza, Mike McCormack and Chuck Noll and linebackers like Joe Schmidt, Bill George, Chuck Bednarik and Sam Huff.

Not only can you recreate the action of 32 years ago, but (if you own **APBA Football Commissioner**) you can also merge these old players with contemporary athletes from your 1989 or 1988 Team Disks (if you have them) and see how they perform against today's competition.

This 1958 season Team Disk includes 33 players for each of the 12 clubs in the league then. Pro teams did not employ nearly so many players in the 1950's as they do today, and the players, consequently, had to be more versatile. The disk costs $24.95. It is not a complete game. **SEE SPECIAL BELOW! FOR A LIMITED TIME ONLY, YOU CAN GET THIS TEAM DISK FREE WITH THE PURCHASE OF A COMPLETE APBA PRO LEAGUE FOOTBALL COMPUTER GAME!**

The 1989 and 1988 season Team Disks, both with 37 players for every one of the 28 modern pro teams, cost $24.95 each, too. (1989 is included in the complete game package.)

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 half a 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!
BUY THE GAME AND GET THE NEW 1958 TEAM DISK ABSOLUTELY FREE!

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!** Special: until June 15, 1991, every complete game sold will include a free 1958 team disk!

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 key stroke 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. The game is NOT copy-protected.

SEE REVERSE SIDE FOR INFORMATION ON APBA FOOTBALL COMMISSIONER.

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 and at least (a) two 360K 5 1/4" floppy disk drives OR (b) one 1.2m 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.