

APBA  
**PRO BOWLING**  
INSTRUCTIONS



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APBA Pro Bowling

© Copyright 1989 APBA Game Company, Inc.

Programming and Design by Danny Landers

Based on APBA Pro Bowling Game

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We are convinced APBA Pro Bowling is a superior software product, and we believe you will be very happy to have purchased it. If you encounter any problem in running the game, you may write us at the address below or call us at (717) 394-6161. We will make every effort to help you. If you discover an error in the program, please document it as thoroughly as you can (a screen printout is usually a good starting point). Both APBA and the programmer are determined to fix any errors somehow overlooked during testing.

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## A NOTE FROM THE AUTHOR

I proudly dedicate the computer version of the APBA Pro Bowling Game to my father, Robert Landers. It was his illness, with a record eight months in the ICU, that provided me with countless hours of idle time in the hospital waiting room. Those hours were consequently put to good use by my completing a large part of the design and debugging phases of the final product. Unfortunately, my father passed away on March 24, 1989, shortly before the Beta version was released. I wish I could have shown him the end product, as he supported me emphatically and would have appreciated something good coming out of all those months of suffering. Thanks for everything, Dad.

Several kind people made contributions that are worthy of mentioning. I would personally like to thank the following:

Wade Haddock	.....	Screen designs
Bob Stiles	.....	Pro tour consultant
Phil Medon	.....	Initial testing
Jim Sce	.....	Initial testing
Terry Stansberry	.....	Initial testing

and, of course, the APBA Game Company, which made the whole thing possible.

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who enjoyed and know how to use a computer should have no difficulty with it. And adults love it, too! APBA Pro Bowling is a great way for your children to gain experience on a computer and exposure to the exciting games of APBA.

## I. INTRODUCTION

Now you can bowl with any of 48 pro stars. You can bowl single games or entire tournaments. The APBA bowlers will display the same skills as they do in real life. Unusual spares, hot streaks, perfect games and slumps will occur with the same frequency as on the tour. Occasionally very odd situations arise, such as a 7-10 split conversion, an injury or a foot fault. All of those eventualities, and much more, are built into the game programs.

Who will win your major tournaments? Who will sustain the highest average on your tour? Who will win your national championship? We don't know any more than you do at this point, but we are confident that you will spend many enjoyable hours in finding the answers.

We do know that, over a sufficient number of games, the best real-life bowlers will prove to be the best APBA bowlers, too.

APBA Pro Bowling is a computerized version of the corresponding APBA board game, the board game which bowling fans have been playing since 1979. The approach and the mathematics are the same, but the computer removes repetitive jobs like rolling dice, looking up results and keeping score. Additionally, the computer game is packed with statistical information from the actual pro tour.

The game is simple to install and easy to play. Children who can read and know how to use a computer should have no difficulty with it. And adults love it, too! APBA Pro Bowling is a great way for your children to gain experience on a computer and exposure to the exciting games of APBA.



## II. OVERVIEW

### A. MATERIALS SUPPLIED WITH THE GAME

In the game package you will find either two 5 1/4" 360k or two 3 1/2" 720k IBM format disks, depending upon which version you purchased. Those disks, labeled GAME DISK and #### BOWLER DISK ("####" meaning the year represented), along with this instruction booklet, are all you need to play APBA Pro Bowling.

The structure of APBA Pro Bowling enables it to be played with disks from various pro seasons. We expect to make a new BOWLER DISK available each year for the preceding pro season. We hope also to offer disks for some older seasons.

### B. KEY GAME FEATURES

- \* 48 of the top bowlers from the preceding four season
- \* 3 real-life statistical reports for printing or display:
  - Leading Averages
  - Leading Money Winners
  - Major Tournament Winners
- \* Automatic cumulative statistics for the games you bowl
- \* Additional statistics to assist you in setting up tournaments
- \* A reproduction of each bowler's APBA card for fans of the board game

- \* Personal data about each bowler including his tour statistics, earnings, season highlights and career perfect games
- \* For your convenience, no copy protection
- \* Automatic scorekeeping
- \* Bowling speed adjustment
- \* Quickplay feature producing numerous games in a few minutes
- \* Autoplay feature to save keystrokes
- \* Clear, straightforward menus with default selections
- \* On-line help to aid you with menu choices

### III. INSTALLING THE GAME

#### A. SYSTEM REQUIREMENTS

Before attempting to install APBA Pro Bowling, be sure that your system is capable of supporting it. To run the game you need:

- ... An IBM PC, XT, AT, or PS/2 computer (or true compatible)
- ... DOS version 2.1 or later
- ... An 80-column color or monochrome monitor with appropriate adapter ("card")
- ... At least 256k RAM
- ... At least one 5 1/4" (360k or 1.2m) or 3 1/2" (720k or 1.44m) floppy disk drive
- ... A printer (if you wish to print statistics)

NOTE: WE DO NOT GUARANTEE COMPATIBILITY!

#### B. INSTALLATION PROCESS

##### 1. MAKING COPIES OF YOUR DISKS

To install APBA Pro Bowling, you should be familiar with the fundamental DOS commands for copying files and diskettes, such as the COPY and DISKCOPY commands, and with the concepts of DOS directories. (If you are not familiar with these aspects of DOS, it would be wise to review the appropriate sections of your DOS manual.)

Use the DOS DISKCOPY command (or the COPY \*.\* command) to make a copy of your APBA Pro Bowling GAME

DISK on a blank, formatted floppy. Do the same with your BOWLER DISK. When you're done with the installation process, store your originals in a safe place. Always use your copies to play!

## 2. HARD DRIVE USE

If you plan to use a hard drive to run the game, make a subdirectory on it for APBA Pro Bowling (example: C:\BOWLING). Then use the COPY \*.\* command to copy all files from your GAME disk to your new hard disk subdirectory. Next, copy all the files from your BOWLER DISK to the same subdirectory.

## 3. INITIALIZING DOS

Whether you have a one floppy, two floppy or a hard disk environment, DOS must be properly initialized before you can run APBA Pro Bowling. The DOS version you use to boot your system must have a file named "CONFIG.SYS". This file must be located on your DOS boot diskette or in your root directory if you are using a hard disk. The contents of this file must have two commands: FILES = 20 and BUFFERS = 20. (Higher numbers are acceptable if you have sufficient memory. You may already have them in your current CONFIG.SYS for other programs.) If you do not have a CONFIG.SYS file with these two commands, create it by using the following procedure:

### a. ONE FLOPPY SYSTEM

Load the copy of your GAME DISK into drive A: and, at A, type COPY CONFIG.SYS B: and press < ENTER > .

When prompted to insert a disk in drive B:, remove your GAME

DISK, load the copy of DOS you will use to boot your system to play APBA Pro Bowling, and press <ENTER>.

When the message "1 File(s) copied" appears, you have successfully copied the necessary CONFIG.SYS file. If you want to bowl now, you must re-boot your system with the DOS disk containing the CONFIG.SYS file.

#### b. DUAL FLOPPY SYSTEM

Use the same procedure as for "One Floppy System" above, except you should place your DOS disk in drive B: before typing the command. No disk swapping is required with two floppy drives.

#### c. HARD DRIVE

Log onto the root directory of your hard disk. At C:\, type COPY A:CONFIG.SYS. When the message "1 File copied" appears, you have successfully initialized DOS on your hard disk. You must re-boot your system if you want to bowl now.

**RAM NOTE: If you have as much as 512kb of RAM, using BUFFERS=40 in your CONFIG.SYS will improve performance. Consult your DOS manual for information on modifying your CONFIG.SYS file.**

So much for installation. Now it's time to bowl!

## IV. PLAYING THE GAME

### A. START-UP

#### 1. ONE FLOPPY DRIVE

Load the copy of your GAME DISK into the drive. At A>, type BOWLING (on a monochrome system, type BOWLING M instead) and strike <ENTER> .

When prompted, replace your GAME DISK with the copy of your BOWLER DISK.

#### 2. DUAL FLOPPY DRIVES

Log onto drive B: (that's right, B:). Load the copy of your GAME DISK into drive B: and the copy of your BOWLER DISK into drive A:. At B>, type BOWLING (or BOWLING M if you have a monochrome monitor) and press < ENTER > .

#### 3. HARD DRIVE

Log on to the subdirectory into which you've copied the files from your GAME DISK (example: C:\BOWLING).

Type BOWLING (or BOWLING M in a monochrome system) and strike <ENTER> .

After a few seconds, you'll be prompted to insert your BOWLER DISK in drive A:. If you've already copied your BOWLER DISK files to the hard disk subdirectory from which you're running the game, simply press < ENTER > WITHOUT INSERTING A

DISK IN DRIVE A: and wait a few more seconds. The program will check drive A:, find it empty, and proceed to your hard disk. You can then run the game entirely from your hard disk.

If, on the other hand, you didn't copy your BOWLER DISK files to your hard disk, or if you own more than one BOWLER DISK and

**HARD DISK NOTE: You may not have more than one BOWLER DISK in your BOWLING subdirectory at one time!**

want to use one not presently on the hard disk, insert your copy of that BOWLER DISK into drive A: and press <ENTER> .

## **B. GENERAL FLOW**

After the Copyright Screen appears, you will be prompted to press the <SPACE BAR> to continue. Do so and you'll soon see the MAIN MENU. Before going any further, we suggest you read at least through "Main Menu Options" on page 10.

The game is driven by a series of very simple menus. Valid responses are displayed at the bottom of each screen.

Each menu has a default which is designated by an asterisk (\*). By pressing <ENTER> you make the default choice. The <ESC> key will always return you to the previous menu.

You may exit the game at any time by pressing a combination of the <CTRL> and <C> keys simultaneously. BUT BE

CAREFUL --- YOU'LL LOSE THE STATS FROM THE ONGOING GAME IF ONE IS IN PROGRESS!

### C. MAINTAINING STATISTICS

APBA Pro Bowling automatically maintains two sets of statistics from the games that you bowl. The first set is referred to as the OVERALL TOTALS. The intent is that these records be permanent --- that they represent a bowler's history for every game he has played. We recommend that you never reset the OVERALL TOTALS to zeros, unless you decide to bowl more than 999 games with one bowler. If you do that without resetting, your statistics screen and printouts will be distorted.

The second set is the TOURNAMENT TOTALS. They are intended to be temporary, single-tournament statistics. Their primary purpose is for bowling tournaments. Obviously, you would want to reset the temporary statistics to zeros each time you start a new tournament. (Also, your statistics screen and printouts will become distorted if you exceed 99 wins or losses before resetting.) This is accomplished from UTILITIES menu. The TOURNAMENT TOTALS are updated only when you bowl games from the TOURNAMENT BOWLING selection on the GAME TYPE menu. The OVERALL TOTALS are updated after every game regardless of the GAME TYPE selection.

### D. GAME SPEED

Since different computers perform at different speeds, we've provided you with the opportunity to adjust the speed the game plays on your machine. The speed of play is controlled by the "SPEED FACTOR", which is a whole number from 1 to 10. The



fastest speed is 1, while the slowest is 10. The speed factor can be adjusted from the game screen. By pressing the "+" key the speed factor will be increased by 1 (slowing the ball down). Likewise, pressing the "-" key will reduce the speed factor by 1 (speeding the ball up). After any adjustment has been made the current speed factor will be displayed briefly on the screen. The speed factor has been preset to a value of two. When you make an adjustment, the program will remember and continue to play at that speed each time you play.

### **E. MAIN MENU OPTIONS**

From the MAIN MENU, you access the four major functions of the game. You press one of the following keys to proceed:

- [1] Activates the BOWLING game itself. Control passes to the GAME TYPE menu.
- [2] Activates the STATISTICS reporting function of the game. You may display or print reports containing statistics from the games you have played. Control passes to the REPORT SEQUENCE menu.
- [3] Activates the TOUR LEADERS reporting function of the program. You may display or print reports containing statistics from the actual pro tour. Control passes to the SELECT REPORT menu.
- [4] Activates the UTILITIES function of the program. You may reset either TOURNAMENT or OVERALL statistics. Control passes to the UTILITIES menu.
- [F1] Activates the on-line help feature.

[ESC] Returns to DOS.

[ENTER] Activates the PLAY BOWLING function, which is the default. An asterisk (\*) indicates the default choice on all menus.

## F. GAME TYPE MENU OPTIONS

The GAME TYPE MENU instructs the program as to which statistics to update for the upcoming games. Press one of the following keys to proceed:

[1] Chooses REGULAR BOWLING. Only the OVER-ALL statistics will be updated. Control passes to NUMBER OF BOWLERS MENU.

[2] Chooses TOURNAMENT BOWLING. Both OVERALL and TOURNAMENT statistics will be updated. Control passes to NUMBER OF BOWLERS MENU.

[F1] Activates the on-line help feature.

[ESC] Returns to the MAIN MENU.

[ENTER] Selects REGULAR BOWLING, the default.

## G. NUMBER OF BOWLERS MENU OPTIONS

The NUMBER OF BOWLERS MENU permits you to select the number of bowlers in your upcoming game(s). A maximum of four bowlers is allowed. Press one of the following keys to proceed:

[1] 1 bowler will bowl. (Control passes to SELECT BOWLERS MENU for all choices 1 through 4.)

[2] 2 bowlers will bowl.

[3] 3 bowlers will bowl.

[4] 4 bowlers will bowl.

- [F1] Activates the on-line help feature.
- [ESC] Returns to the GAME TYPE MENU.
- [ENTER] Selects 4, the default choice, as the number of bowlers.

## H. SELECT BOWLERS MENU OPTIONS

From the SELECT BOWLERS MENU, you specify the bowlers for the upcoming game(s). Press one of the following keys:

**ARROW KEYS** The four arrow keys move the Select Bar up, down, left or right respectively. Move the Select Bar until it rests on the bowler you wish to choose. Then strike < ENTER > to select him. Repeat the process for each bowler in the game. Once a bowler is chosen, his name will be highlighted. Hitting < ENTER > for your last bowler will bring up the Game Screen.

[F1] Profiles the bowler currently highlighted by the Select Bar. The profile includes an image of his APBA Pro Bowling (board) Game card, along with personal data and season highlights.

- [ESC] Returns to the NUMBER OF BOWLERS MENU.
- [ENTER] See "ARROW KEYS" above.

## I. REPORT SEQUENCE MENU OPTIONS

A list of reports is available on the REPORT SEQUENCE MENU. Here you select the report you want and also decide

whether to print or merely to display it. Strike one of the following keys:

- [F1] Toggles the display or print mode indicated on the second line of the screen.
- [1] Produces a report in OVERALL AVERAGE sequence.
- [2] Produces a report in OVERALL HIGH GAME sequence.
- [3] Produces a report in OVERALL LOW GAME sequence.
- [4] Produces a report in TOURNAMENT AVERAGE sequence.
- [5] Produces a report in TOURNAMENT TOTAL PINS sequence.
- [6] Produces a report in TOURNAMENT PINS + BONUS POINTS sequence.
- [7] Produces a report in TOURNAMENT HIGH GAME sequence.
- [8] Produces a report in ALPHABETICAL ORDER.
- [ESC] Returns to the MAIN MENU.
- [ENTER] Produces a report in ALPHABETICAL ORDER, the default.

## J. SELECT REPORT MENU OPTIONS

**REPORTS NOTE:** These reports include only bowlers who are part of APBA Pro Bowling. For that reason, the reports may not be identical to the official records.

Here you may choose any of three reports from the actual pro tour. Again you also decide whether to print or display the report(s).

[F1] Toggles the display or print mode indicated on the second line of the screen.

[1] Produces a report of the leading pro TOUR AVERAGES.

[2] Produces a report of the leading pro tour MONEY WINNERS.

[3] Produces a report of the major pro TOURNAMENTS and winners.

[ESC] Returns to the MAIN MENU.

[ENTER] Produces a report of the leading pro TOUR AVERAGES, the default.

## K. UTILITIES MENU OPTIONS

These utilities permit you to reset your TOURNAMENT TOTALS or your OVERALL TOTALS to zeros. REMEMBER: WE RECOMMEND YOU NEVER CLEAR YOUR OVERALL TOTALS! If you do, you'll lose the permanent history those totals are designed to maintain.

[1] Resets the TOURNAMENT TOTALS (temporary statistics) to zeros.

[2] Resets the OVERALL TOTALS (permanent statistics) to zeros.

[F1] Activates the on-line help feature.

[ESC] Returns to the MAIN MENU.

[ENTER] Resets the TOURNAMENT TOTALS to zeros, the default choice.

## V. OPTIONS WHILE PLAYING

Once you reach the game screen, you're ready to bowl. The game number for the selected bowlers is displayed in the top left corner of the screen. To its right is the year of the BOWLER DISK in use. The top half of the screen displays the automatic scorecard, while the bottom half shows the roll of the ball and the behavior of the pins.

When the program is ready for a bowler to roll, it displays either an "L" or "R" at the foul line. This denotes whether the current bowler is left- or right-handed. An arrow to the left of a bowler's name indicates whose turn it is to bowl. The color of the bowling lane matches the color of the bowler's name (on color monitors).

### A. ROLLING THE BALL

#### 1. MANUAL MODE

The game begins in the MANUAL MODE. You direct every bowler to roll, in turn, by pressing the < SPACE BAR > .

#### 2. AUTOPLAY MODE

Strike the "A" key during the game and you'll automatically switch to the AUTOPLAY MODE. The game will continue at the same speed, but you won't need to strike the <SPACE BAR> any longer. The game will proceed to its conclusion without assistance from you. To return to the MANUAL MODE, simply press the "A" key again.

### 3. QUICKPLAY MODE

The QUICKPLAY MODE is available in case you want to play a single game or, more likely, a series of games, very rapidly. It can be especially useful when you are bowling a qualifying round in a tournament. The QUICKPLAY MODE is activated by pressing the "Q" key. After you've called for the QUICKPLAY MODE, you'll be asked how many games you want the selected bowlers to roll. Type in the number you desire --- the maximum is 999 --- and press < ENTER > .

You will see no pin action during QUICKPLAY games, and there will be only a brief pause between games. To leave the QUICKPLAY MODE, simply hit the [Q] key a second time while the game is in progress.

#### B. SPEED ADJUSTMENT

See "Game Speed" on page 9. Speed can be adjusted only in the MANUAL MODE.

#### C. HELP

Press the < F1 > key for on-line help. Help is available only when it appears on the screen as a menu choice.

#### D. SOUND

Whenever you boot the game, the SOUND Option is active. If you want to turn it off, just strike "S" while in any mode. The ball moves considerably faster in the MANUAL MODE and the AUTOPLAY MODE with the sound off. To turn it back on, merely

press "S" again. (Turning the sound off will not only eliminate the sound which coincides with the ball rolling down the alley, but also most of the sound prompts which occur elsewhere in the program as well.)

### **E. ABORTING A GAME**

Press <ESC> during a MANUAL MODE game and you'll be given the option to terminate it. (If you answer "Y," the game will be aborted AND YOU WILL LOSE ITS STATS.) Control returns to the SELECT BOWLERS MENU.

### **F. IMMEDIATE EXIT FROM A GAME**

You may leave the bowling game at any time by striking a combination of the <CTRL> and <C> keys simultaneously. But remember that you'll lose the in-progress game and its statistics if you do!



## **VI. GUIDELINES FOR TOURNAMENT BOWLING**

These guidelines are written with the assumption that you have already learned the basic functions of APBA Pro Bowling. If you haven't, please review all prior instructions in this manual, particularly those regarding the REPORT SEQUENCE MENU and the UTILITIES MENU.

The standard pro tournament employs a 42-game format. It consists of a qualifying round of 18 games, 23 games of match play, a 1-game position round, and, finally, the championship round. That round features "stepladder" match play. A conventional tournament with all 48 bowlers entered can result in nearly 1,500 games! The QUICKPLAY MODE, as you might deduce, is a near necessity for a full-scale tournament. You may well prefer to schedule somewhat smaller tournaments.

We suggest the following procedures:

### **A. START-UP AND QUALIFYING ROUND**

1. Determine the number of bowlers who will compete. We recommend 24 men (or any multiple of four).
2. Designate the bowlers to be in the tournament. A report (preferably printed) in ALPHABETICAL ORDER will probably aid you in this task.
3. Use the UTILITIES MENU to reset TOURNAMENT TOTALS to zeros.

4. Now you're ready to start bowling. From the MAIN MENU, choose PLAY BOWLING. From the GAME TYPE MENU, choose TOURNAMENT BOWLING. From the NUMBER OF BOWLERS MENU, choose 4.

5. From the SELECT BOWLERS MENU, pick four bowlers from your field in the order you want them to bowl. When you're done, you can begin your qualifying round of three 6-game sets.

6. From the Game Screen, hit "Q" to initiate QUICKPLAY. When asked how many games you want, answer "6" and press <ENTER>. Then sit back and watch the scores fly by. There will be a brief pause between games to allow you to examine the final scores.

7. At the conclusion of the sixth game, the computer will ask, "Play again?" Type "N," and you'll be returned to the SELECT BOWLERS MENU.

8. Repeat steps 5 through 7 until each bowler in your field has completed his set of six games.

9. After the conclusion of each set of six games, print (or display, if you don't have a printer) a TOURNAMENT TOTAL PINS report to obtain your current leaders.

10. Repeat steps 5 through 9 until all three sets of six games are completed.

## B. MATCH PLAY ROUND

Now you begin to separate the men from the boys. Your field should have rolled 18 games apiece at this point. If you printed the reports recommended in step 9 on page 19, review the latest of them now. If not, display the report. Make your cuts. We suggest you retain only the top ten bowlers.

Match Play now commences. In it, every remaining bowler bowls against each other (a total of nine games each, if you did limit your

**MATCH PLAY NOTE:** It is very important that you use just two bowlers at a time in this phase. The program can then sense that this is your Match Play round.

Round #2 field to ten). In this round, bonus points are awarded to the winner of each match. 30 points are added to the winner's total, while the loser is credited only with his total pins. (Both bowlers receive 15 points in the event of a tie).

Schedule your Match Play as follows, using two bowlers at a time:

1. From the MAIN MENU, choose PLAY BOWLING. From the GAME TYPE MENU, choose TOURNAMENT BOWLING. From the NUMBER OF BOWLERS menu, choose 2.
2. From the SELECT BOWLERS MENU, pick two bowlers from your remaining field in the order you want them to bowl. At this time, assign each remaining bowler a number from 1 to 10 (assuming ten remaining bowlers). After you've done so, you're ready to begin your Match Play round, with nine (again assuming ten remaining bowlers) games per bowler.

3. We suggest the schedule below be used if you have ten Match Play bowlers. The Bowler's # is the number you assigned him in step 2 on page 20.

MATCH	1	2	3	4	5	6	7	8	9
Bowler #1 vs	10	9	8	7	6	5	4	3	2
Bowler #2 vs	9	10	7	8	5	6	3	4	1
Bowler #3 vs	8	7	6	5	4	10	2	1	9
Bowler #4 vs	7	6	5	10	3	9	1	2	8
Bowler #5 vs	6	8	4	3	2	1	9	10	7
Bowler #6 vs	5	4	3	9	1	2	8	7	10
Bowler #7 vs	4	3	2	1	9	8	10	6	5
Bowler #8 vs	3	5	1	2	10	7	6	9	4
Bowler #9 vs	2	1	10	6	7	4	5	8	3
Bowler #10 vs	1	2	9	4	8	3	7	5	6

3. To heighten excitement, we recommend either MANUAL or AUTOPLAY be used from here on in. Periodically, print (or display) a TOURNAMENT TOTAL PINS + BONUS report so that you can keep track of the leaders.

### C. POSITION ROUND

In this round each bowler plays one game against the bowler adjacent to his position in the field. This is his last chance to make the final cut. The scoring is the same as in the Match Play round --- bonus points are awarded. At this juncture a TOURNAMENT TOTAL PINS + BONUS report is required. It will provide you with the pairings for this round. The tenth-place bowler goes against the ninth-place bowler, the eighth-place bowler against the seventh-place bowler, and so forth.

1. At the MAIN MENU, choose PLAY BOWLING. At the GAME TYPE MENU, choose TOURNAMENT BOWLING. At the NUMBER OF BOWLERS MENU, choose 2.

2. At the SELECT BOWLERS MENU, choose two bowlers from your remaining field in the order you want them to bowl. You'll be doing this five times in this round.

3. Use MANUAL or AUTOPLAY again for this round. When all five matches are finished, you are ready for the championship round. Before beginning it, however, print (or display) another TOURNAMENT TOTAL PINS + BONUS report. This report will now contain the final standings for your tournament.

#### **D. CHAMPIONSHIP ROUND**

The participants in the championship round are the top five remaining bowlers as shown in the TOURNAMENT TOTAL PINS + BONUS report, who are not necessarily the five winners from the Position Round. The "stepladder" format is used for this round. In it, the fifth-place bowler rolls against the fourth-place finisher. The winner bowls against the third-place finisher and so on. The first-place finisher meets the survivor in the championship match, and the winner is your tournament champion!

## VII. CUSTOMER SUGGESTIONS

Both APBA Game Company and Danny Landers have made every effort to make APBA Pro Bowling the best game it can possibly be.

We are certain, though, that it is not yet the best product it can ever be. We expect that periodic additions and improvements will make it an even better piece of software as time goes by, and we welcome your suggestions in that regard. We know of no better source of ideas than the fans who are playing APBA Pro Bowling.

Please send any suggestions to us at the address below. We are very pleased to have you as a customer and we are grateful for your help.

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