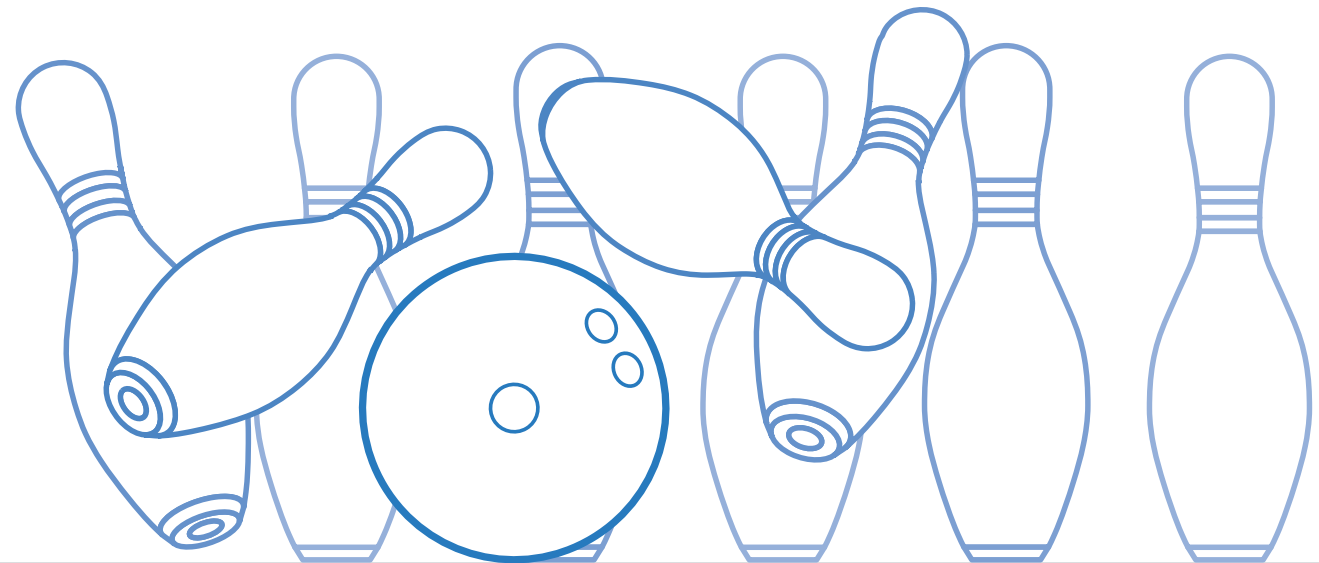


Perfect Game

User's Manual



Written and illustrated by Alexander Abramov.

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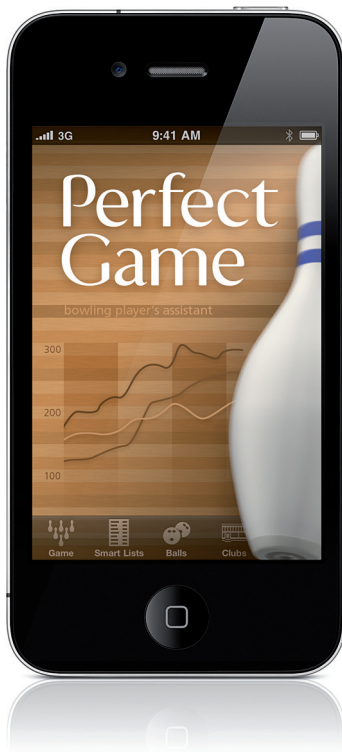
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<http://itunes.apple.com/us/app/perfect-game/id371699473?mt=8>

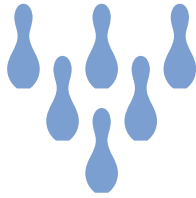
Introduction



Perfect Game is a tenpin bowling player's assistant for Apple® iPhone® and iPod touch®. Whoever you are in bowling: an amateur or a professional you will learn *Perfect Game* is a great tool that will make your favourite game even more exciting. With *Perfect Game* you can record and collect game data: from just a final score to delivery and target boards numbers of every single shot; analyze your performance growth over time; save personal comments on different aspects of the game; share your results with other people and much more.

Perfect Game Features

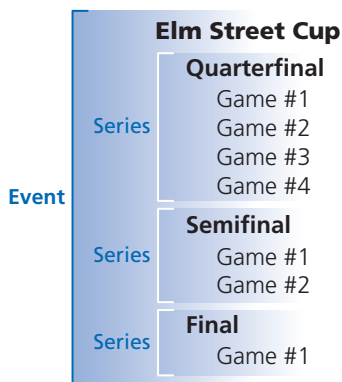
- Games info recording and collecting.
- Organizing games in series and events.
- Analysis tools.
- Sharing games and events results via e-mail.
- Bowling Balls Manager.
- Clubs Manager.



Game

Game is a section of *Perfect Game* where you record your games and organize them in *Series* and *Events*. You have a choice between two input modes to record a game: *Score Only* and *Detailed Score*. The first one is used to save only the final score of a game, the second mode allows you to store frame-by-frame results and a wide range of frame related information. Stored games can be organized within *Series* and *Events*.

Game Section Definitions



Event/Series/Games hierarchy in Perfect Game

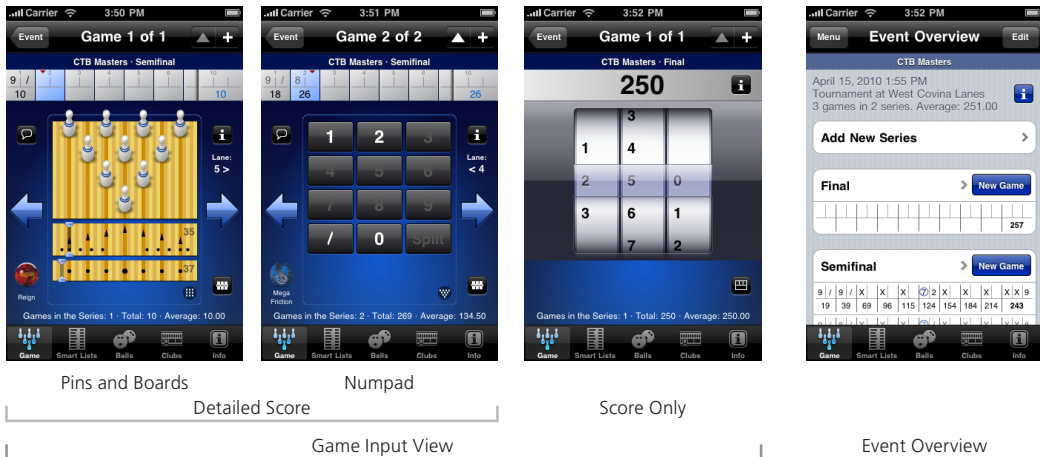
Perfect Game features a hierarchy of *Event/Series/Games* similar to bowling games in your real life. Your visit to a bowling club is an event. It can be just a training or you can take part in some tournament. For instance, such event as a tournament can consist of parts like quarterfinal, semifinal and final, which are series of your tournament event. Inside every series you play one or many games.

Some events can last many days. During this period you can play in other events, like tournaments or training. *Events* and *Series* of *Perfect Game* are nonlinear: you can resume adding new games to any existing *Series* whenever you like, which makes it possible to track multiple *Events* and their *Series* simultaneously. To improve *Games*

search and sorting it is highly recommended to split long *Events* in *Series*.

Recording Game

Game section has two views: *Event Overview* and *Game Input*. In *Event Overview* you can edit properties of *Events* and *Series*, create new *Series* and *Games*, organize *Games* order through all of the *Series* of *Event*. *Game Input View* is used to save your games data.



[Game Section views](#)

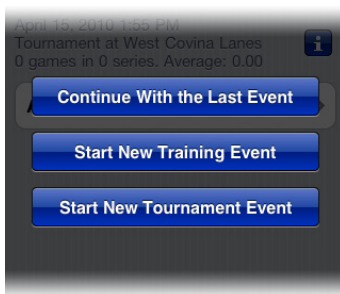
Event and Series

Start New Event and Series

The *Event Menu* is displayed on start of the application. You can start a new *Tournament* or *Training Event* or continue the last recorded event. *Perfect Game* will automatically create a new event called 'Tournament Date' or 'Training Date' with one series called 'Series Date.' To create another series tap the *Add New Series*.

To get *Event Menu* any other time do one of the following:

- Tap *Game* at the bottom of the screen.



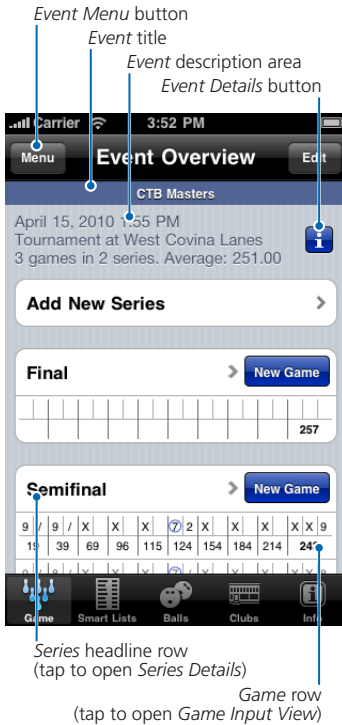
[Event Menu](#)

- Tap *Menu* at the top of *Event Overview* screen.

Working with Event and Series

Tap **i** at the right of the *Event* description area. When the screen appears you can:

- Edit event attributes. You are able to change *Name*, *Date*, *Type* of *Event*. Here you can select *Club* you are playing the event in and add your *Comment*.
- View event statistics in the *Event Numbers* section. It gives you the overview of series and games numbers; total and average score of event games; strikes, spares, open frames, splits numbers; a percentage of potential strikes and spares attained ("[Percentage of Potential Strikes and Spares](#)" on page 12). A proportion of strikes, spares, and open frames is represented as a pie chart with the corresponding values in percents.
- Learn about the number of remaining pins and layouts for the whole event ("[Remaining Pins Analysis](#)" on page 12).
- Share event results with other people via e-mail. *Perfect Game* generates an e-mail message with the event information and all of its series and games.
- Delete the event. Please note, this action will remove all of the event info, including stored games and series. This operation can not be undone.



Event Overview



Event Numbers section of the Event Details screen

Tap *Series* row to get *Series Details* screen. Here you can:

- Edit the series name and add a comment.
- View series statistics in the *Series Numbers* section: games numbers; total and average score of series games; strikes, spares, open frames, splits numbers; a percentage of potential strikes and spares attained ("[Percentage of Potential Strikes and Spares](#)" on page 12). Additionally a proportion of strikes, spares, and open frames is displayed as a pie chart.
- Learn about the number of remaining pins and layouts for the whole series ("[Remaining Pins Analysis](#)" on page 12).

- Share series results with other people via e-mail. *Perfect Game* generates an e-mail message with the corresponding event information for all of games of the series.
- Delete the series. Please note, this action will remove all of the series info, including stored games. This operation can not be undone.

Game

To start recording a new game tap *New Game* at the right of the corresponding *Series* headline in *Event Overview*. Tap an existing game to edit or continue recording.

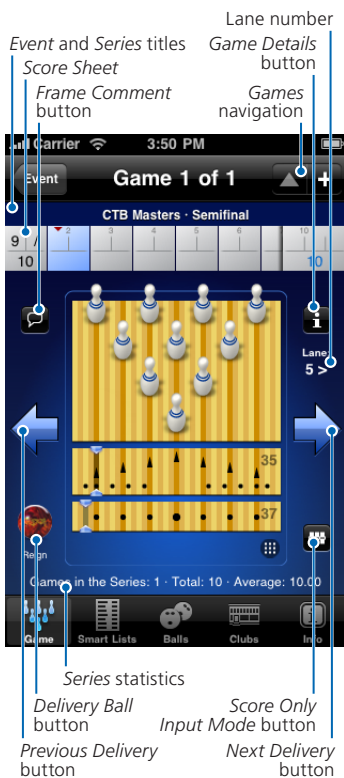
Input Modes

You have a choice of two *Game Input Modes* in *Perfect Game*: *Detailed Score Input Mode* and *Score Only Input Mode*. In *Detailed Score Input Mode* you are able to store game results and related information frame-by-frame. With *Score Only Input Mode* only the total score of a game can be stored. You are free to use different *Input Modes* for games in one *Series*. You can switch from one *Input Mode* type to the other at any time: during a game recording or when editing a saved game. Please note: switching from *Detailed Score Input Mode* to *Score Only Input Mode* deletes all of the game frame-by-frame specific data. Switching in the other direction — from *Score Only Input Mode* to *Detailed Score Input Mode* — is equal to a game re-recording.

Detailed Score Input Mode

This input mode gives you possibilities to record maximum of a game data. Tap ⓘ to get to the *Game Details* screen. Here you can:

- Select the lane number you play on. If you play on two lanes: switch the *Two-lanes Mode* option *ON*. *Perfect Game* will give you a hint about the active lane number during the game recording.
- Learn the game related information: the game score (total or actual); the number of strikes, spares, open frames





Detailed Score Input Mode view



Game Numbers section of the Game Details screen

and splits; a percentage of potential strikes and spares attained (“Percentage of Potential Strikes and Spares” on page 12). A proportion of strikes, spares, and open frames in the game is represented as a pie chart.

- Learn about the number of remaining pins and layouts for the game (“Remaining Pins Analysis” on page 12).
- Write a comment for the whole game.

To store a comment for a particular frame tap  at the left side of the *Detailed Score Input Mode* screen. A frame comment presence is indicated by a solid balloon on *Frame Comment* button: .

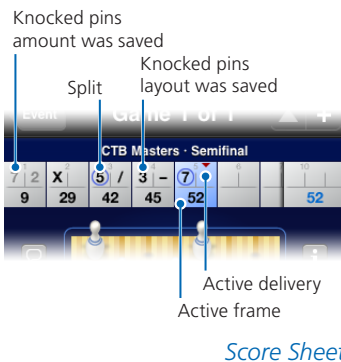
Moreover, during the game you can define the ball used for a specific delivery. Tap the Ball icon at the left side of the screen and select the corresponding ball from a list of *Active Balls*. *Perfect Game* remembers your selection of balls for the first and the second approaches, and, if you play in the two-lane mode, for odd and even frames, when it outputs them correspondingly for new approaches.

In *Perfect Game* you can enter knocked over pins in two ways: *Pins and Boards* and *Numpad* input types.

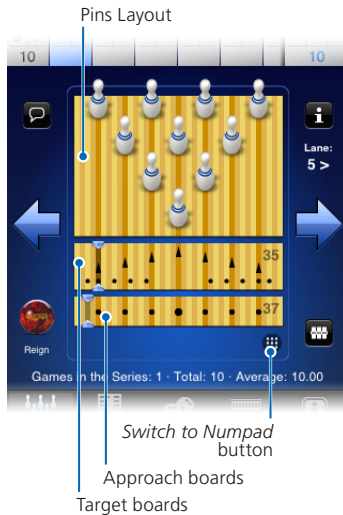
To switch between these two input types tap *Switch to Numpad/Pins* in the bottom right corner of the pins entering area.

Switching from *Pins and Boards* to *Numpad* causes the saved pins layout and boards numbers to be lost. Switching from *Numpad* to *Pins* is equal to newly entering the pins layout and boards numbers.

You can mix both input types in the same game. Entered pins amount and splits are displayed in *Score Sheet* at the top of the *Games* screen. *Score Sheet* of *Perfect Game* combines two functions: a results display and a navigation control. Results display is similar to a typical tenpin bowling score sheet. Additionally *Perfect Game* Score Sheet indicates if a frame has pins layout and boards numbers stored (the score is displayed in black) or not (the score is displayed in gray). The 10th frame total score displays the maximum potential for the current game. Active frame is highlighted with blue color, active delivery is marked with



a red down-arrow above the pins amount square. Tap and drag 1–9 frames area left or right to make hidden frames visible. Tap a frame square to make it active.



Pins and Boards input type

Pins and Boards. You can record pins layout, approach and target area board numbers. In this input type splits are detected automatically.

For pins layout: tap the corresponding pin icon to knock it down. Tap an empty pin placeholder to set the corresponding pin back. You can see a balloon with the pin number while you tap it or its placeholder.

For board numbers: tap and drag the slider to set the required board number. You can see a balloon indicating the board number while you drag your finger over boards. Double-tap boards again to stop recording them. During a game recording *Perfect Game* remembers your combinations of the boards numbers for the first/second approaches (for odd/even frames in a two-lane mode), and outputs them correspondingly for new approaches.

There are some additional gestures for the *Pins Layout* area in *Perfect Game*:

- Tap and hold one pin to knock out all the rest.
- Pinch fingers apart or shake your *iPhone / iPod touch*: enter strike or spare for the second delivery and go to next frame.



Numpad input type

Numpad. You enter only knocked down pins amount on the numpad. Tap **X** (strike) or **/** (spare) for strike and spare correspondingly. After taping a number, *Strike* or *Spare*, you will be moved to the second delivery or the next frame automatically. For the second delivery of frame the *Strike* button is changed to *Split* and only numbers less and equal to pins amount left after the first delivery are enabled.

Automatic detection of splits is not possible in *Numpad* input type. You should save information about a split manually:

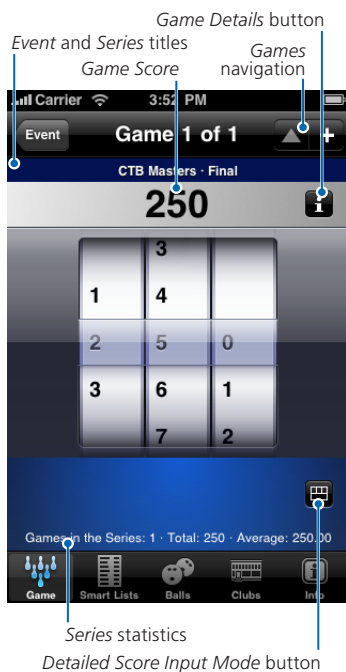
- Tap *Split* before a number button.

- Set split any time later. Navigate to the first delivery of a particular frame using *Score Sheet* or *Previous/Next Delivery* buttons and tap *Split*.

Score Only Input Mode

With this input mode you can save a total score of your game. To write a comment related to the game tap Info. It will get you to the *Game Details* screen.

A limited amount of game info stored with *Score Only Input Mode* makes it harder to analyze with *Perfect Game Smart Lists*.



Score Only Input Mode

Percentage of Potential Strikes and Spares

Perfect Game calculates the percentage of actually scored strikes and spares for a selected *Game*, *Series* or *Event* in relation to the number of potentially possible ones. Potential numbers of spares and strikes are dynamic values. Their value for every game depends on your performance.

Spares potential number may change from 0 to 10. Every strike you make decreases the spares potential number: you have no potential to make a spare in a strike frame.

Strike potential number varies from 10 to 12. It depends on how you play in the 10th frame:

- **10** if you play an open frame (the fill frame is not available);
- **11** if you make a spare or you make a strike on the first approach and miss it on the next;
- **12** if you make two strikes in a row from the first approach in the 10th frame.

Remaining Pins Analysis


Tap *Remaining Pins* at the end of the *Numbers* section of the *Event*, *Series* or *Game Details* screens to get info on

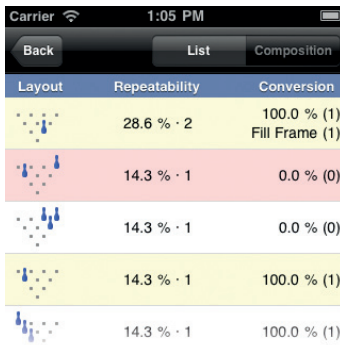
remaining pins after the first and the second deliveries for a selected period (event, series or game).






In *Perfect Game* remaining pins can be represented in two ways: *List* and *Composition Views*.

List View

In this mode, information about the remaining pins is displayed as a three column table with a graphics representation and numbers for every particular pin layout you got in the select period. Layouts are sorted by their repeatability. If some layouts have an equal repeatability, the ones with a worse conversion (the third column *Conversion*) are displayed first. Rows of the *Remaining Pins List* are highlighted in: red for splits, yellow for singles.

Tap anywhere on screen:  button will appear. Tap on the corresponding part of the button to see values for one of the two deliveries. The button hides automatically as you scroll the *Remaining Pins List* or remain idle for a few seconds.



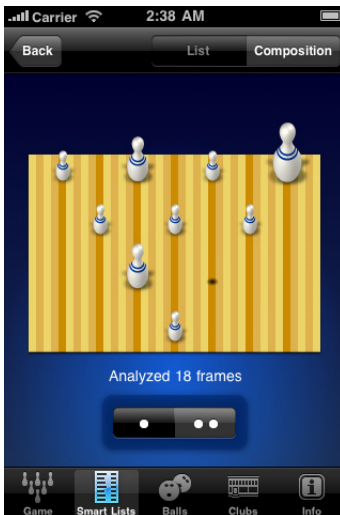
Layout	Repeatability	Conversion
	28.6 % · 2	100.0 % (1) Fill Frame (1)
	14.3 % · 1	0.0 % (0)
	14.3 % · 1	0.0 % (0)
	14.3 % · 1	100.0 % (1)
	14.3 % · 1	100.0 % (1)

Remaining Pins List View

- **Layout column** contains the image of a specific pin layout.
- **Repeatability column** displays how often this pin layout occurred in the selected period: both in percents to the whole number of frames recorded and as a number. If you have strikes the sum of percents in all rows will never be 100 %.
- **Conversion column** shows the number of pin layouts counted in the *Repeatability* column, but converted to spares by the second delivery, in percents and as an exact value. The remaining layouts conversions that occurred in both normal and fill (bonus) frames are calculated separately. As it makes no sense, the *Conversion* column has no data displayed for the second delivery.

Composition View

This special mode graphically represents weights for all of the remaining pins at once. You can see here a merge of all of the remaining pins layouts. The oftener a pin reappears in different layouts (the oftener it remains standing)



Remaining Pins Composition View

the bigger it is on the pins deck. The number of strike and spare frames for the corresponding delivery is not included in calculations here.



Smart Lists



Smart Lists main screen

To access *Smart Lists* section of *Perfect Game* tap the corresponding button at the bottom of the screen. With *Smart Lists* you select *Games* or *Events*, grouped together using predefined criteria. A *Smart List* result — a sorted list of *Events*, *Series*, or *Games* — can be processed by the *Perfect Game* analysis tools. Once defined, you can save a set of search criteria as a *Smart List* and use it again any time.

Perfect Game comes with a set of predefined *Smart Lists*.

- **All Events.** This list contains all your events sorted by date.
- **Last Three Months Events.** This *Smart List* is similar to the previous one, but limits number of *Events* recorded in last three months.
- **Top 50 Events.** This *Smart List* selects and displays 50 *Events* with the highest scores over your whole *Perfect Game* history.
- **Top 100 Games.** A result of the *Smart List* is a your 100 best games.
- **This Year Games Chart.** This *Smart List* displays a chart of all the games you played since January 1 of the current year.
- **Last Month Training.** *Smart List* outputs all of the trainings you did last month.

Smart Lists Usage

After you tap the *Smart List* button in the *Smart Lists* screen the corresponding list is displayed. Depending on the amount and combination of *Rules* (“*Rules*” on page 17) assigned to a particular smart list, and number of output items a calculation of results can take a few seconds. Results of a *Smart List* is a list of *Events*, *Series*, or *Games*.

List

The smart list name is displayed on a blue line below the *Navigation bar*. A number of the smart list entries is displayed in brackets at the end of the headline.

Events-, *Series*-, or *Game*-based *Smart Lists* are all displayed differently. See image on the left side to learn about the three styles of entries available in *Perfect Game Smart Lists*.

The results of *Smart List* can be sorted by score/average score or date of *Events*, *Series* or *Games*. Both ascending and descending sorting is available (“*Display Settings*” on page 18).

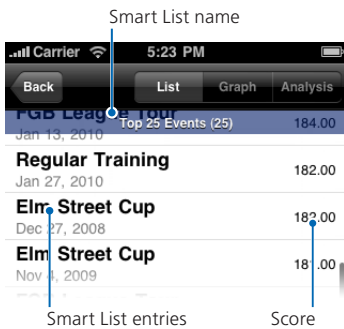
Perfect Game features two tools for *Smart Lists* analysis: time/score graph and pins layout reoccurrence–conversion analysis.

Graph

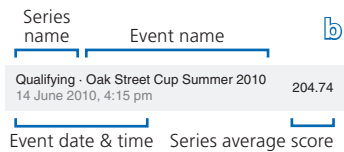
The dynamics over time can be analysed graphically. Tap the *Graph* at the top of the *Smart Lists* screen. Drag your finger over the graph left to right to see the information about a particular game in a frame above the graph.

Analysis

You can learn the amount of reoccurrences of a specific pins layout for a *Smart List* result. Tap *Analysis* at the top of the *Smart Lists* screen. Tap pins or their placeholders to define a particular pins layout you’re interested in. *Perfect Game* tells you how many times such a layout occurs in *Games* or *Event* found with the *Smart List* and calculates your spare conversion rate for this layout.



Smart List List View



Different styles of Smart Lists entries output for Event-based (a), Series-based (b) and Game-based (c) Smart List

Building A Custom Smart List

Besides predefined *Smart Lists* you can make your own. For instance, you play in monthly tour *Leaky Shoes Cup* and want to see all of the finals of this cup in one list. All you have to do is to build a custom *Smart List* with two rules: *Event Name* "Leaky Shoes Cup," and *Series Name* "Final."

To start building your custom smart list tap the *Create New Smart List* row at the end of the *Smart Lists* list. Then fill in the New *Smart List* form:

Name. Smart list name.

List of (*Smart List Type*). Tell *Perfect Game* what is a base of your smart list: *Event*, *Series*, or *Game*.

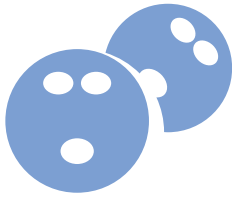
Rules. Tap *Add Rule* to get the list of available rules and criteria. You can add any number of rules to your smart list. The more rules you select, the more specific set of *Events*, *Series*, or *Games* will be built. Results of a smart list suit all selected rules. Actual version of *Perfect Game* offers the following rules:

- **Time Period.** You can define *Before* or *After* time stamps or use them both to set up a time period. Special dates like 'Today,' 'This Week' and others are also available.
- **Game Score.** Only games with a score higher or equal to one defined in *Game Score* are included in a *Smart List* result.
- **Event Average Score.** Only events with an average score higher or equal to the one defined in *Event Average Score* are included in the *Smart List* result.
- **Series Average Score.** Only series with an average score higher or equal to the one defined in *Series Average Score* are included in the *Smart List* result.
- **Event Type.** You can tell *Smart List* to search just for *Tournaments*, *Leagues*, or *Trainings*.
- **Event Name.** Use this rule to search for Events with similar names.

- **Series Name.** Use this rule to search for Series with similar names.
- **Ball.** Choose this rule to make *Smart List* results limited to *Events*, *Series* or *Games* in which a defined ball was used.
- **Club.** This rule limits search results to *Events*, *Series*, and/or *Games* played in a particular Club.

Display Settings. Here you can set up how entries of your *Smart List* are sorted: ascending or descending by their time or score. Another option is the number of *Output Items*. This limits the number of entries included in smart list results. For instance, set this parameter to 10 if you like to build a “Top 10” smart list.

Tap *Done* at the top of the screen to complete your *Smart List* creation.

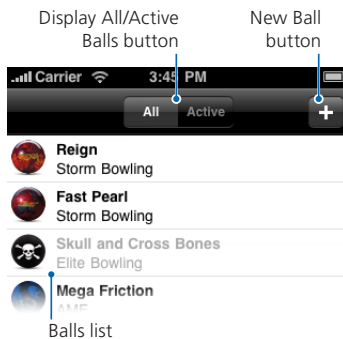


Balls

With *Perfect Game* you can store and manage your bowling balls information including their image. Stored balls can be assigned to a particular delivery for future analysis. For every ball in *Perfect Game* you can define if it is in your *Active* use (this option is *On* by default) or you do not play with this ball anymore and just keep information about it.

Balls List

Stored balls show up in the *Balls List*. Balls are sorted in alphabetical order. Every entry of the list displays a ball's photo and name. Active balls names are displayed in black, the others — in gray. Tap *Active* at the top of the screen to hide all inactive balls, tap *All* to reveal all of them.



Balls List

Adding A New Ball

To add a new ball tap **+** at the top of the screen and fill in the *New Ball* form.

- Enter ball name in two steps: *Ball Model* and *Manufacturer*.
- Enter *Purchase Date*.

- Turn *Active* parameter off in a case you are not going to use your new ball for some reason.
- Add any text *Note*. You can add several notes for every ball.



Transforming a ball photo

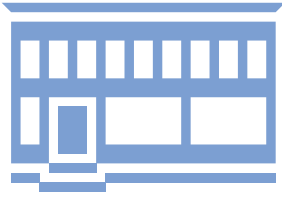
To add a photo tap on a dummy ball icon at the top left hand of the screen. You will be asked if you want to use an existing photo from the pictures library or take a picture with your device camera. Depending on your selection you will be passed to the picture library or your camera will be activated and you will be able to take a picture of your bowling ball. After you either selected a picture of the ball in the library or took a shot of it you'll get on Crop screen. Drag and scale your ball image to match the mask. Tap Done as you are satisfied with image size and position. *Perfect Game* automatically masks the ball image out. The photo itself remains untouched.

In the *Ball Info* screen tap the ball image to preview it full screen. Tap anywhere once again to return back to the *Ball Info*.

Editing Existing Ball Properties

Once added, ball information can be edited any time. For instance, you can track your ball maintenance by adding new Notes, change a brand new ball photo on an actual scratchy one, or put the ball to the history turning its *Active* parameter to *OFF*. To edit ball properties:


- Tap a ball row you would like to update in the *Balls List*.
- Tap *Edit* at the top of the *Ball Info* screen.
- Tap the corresponding line to change.
- Tap the ball image to update it. This procedure is similar to adding a new photo.
- Tap *Done* at the top of the screen when you are done with editing.



Clubs

With *Perfect Game* you can save information about clubs you are playing at. Tap *Clubs* at the bottom of the screen to see club names in the *Clubs List*. *Perfect Game* club records are synchronized with your *iPod touch* or *iPhone Contacts* application. If this synchronization is broken (for instance, you have removed a club info from *Contacts*) club name is displayed in gray color in the *Clubs List*.

Adding A New Club

You can add a new club any time, whether it has a record in your *Contacts* or not. Tap  at the top of the screen and fill in the *New Club* form:

- Tap *Contacts* and select one of following options: *Add New Club*, *Select Club From Contacts* or *Cancel*. The first two will get you to your *iPod touch* or *iPhone Contacts*, where you can add a new or edit an existing record.
- In the *Equipment* field you can save the brand and model of club equipment.
- *Lanes* field stores information about the number of lanes in the club.
- Save any number of your comments in the *Notes* section.

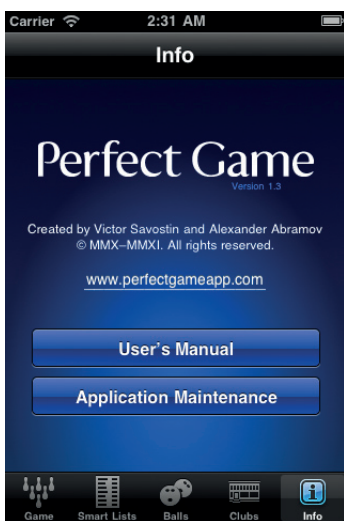
Editing An Existing Club

Editing a club is similar to adding a new one.

- Tap the name of the club you would like to edit.
- Tap *Edit* at the top of the *Club Info* screen.
- Tap the parameter you would like to change. To add a new note tap *Add New Note*.
- Tap *Done* to save your changes.



Info



Info main screen

Info section is a gate to information about *Perfect Game* and data you have collected within the application. Main screen of the section contains copyright notes and the link to *Perfect Game* home page. Here you can get access to *Perfect Game User's Manual* and *Application Maintenance*.

User's Manual

Tap *User's Manual* to access a copy of this manual stored on your device.

Application Maintenance

Left-handed Mode

Turn the *Left-handed* option *ON* if you play bowling left hand and used to count lane boards left-to-right.

Statistics

Here you can learn some statistics on the data stored in your copy of *Perfect Game*:

- File size of your data base.
- Number of stored *Games*, *Series* and *Events*.

- Number of collected bowling balls.
- Number of stored clubs.

Feedback

From the *Feedback* section of *Application Maintenance* you can e-mail us your comments or write a review of *Perfect Game* on App Store.

Thank you for your interest
in Perfect Game.

Perfect Game
www.perfectgameapp.com

