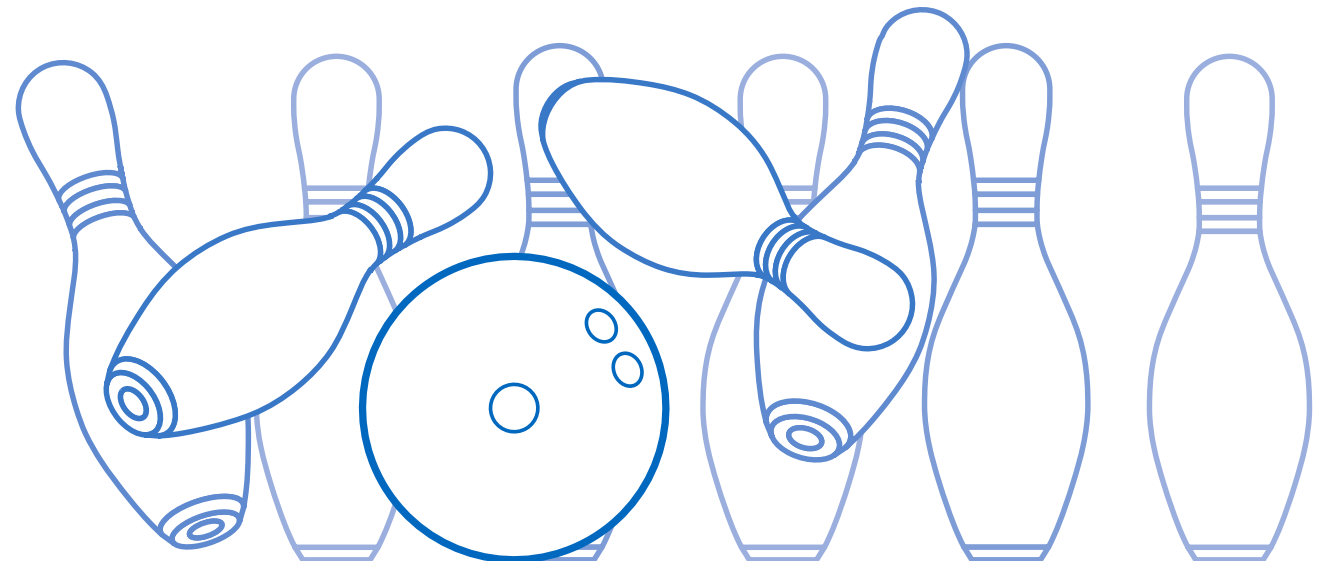
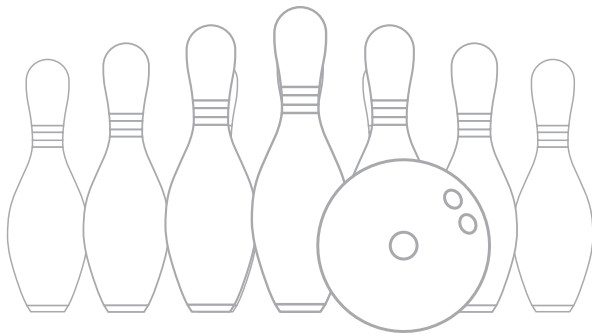


Perfect Game

User's Manual







<https://apps.apple.com/us/app/perfect-game/id371699473>

Written and illustrated by Alexander Abramov.

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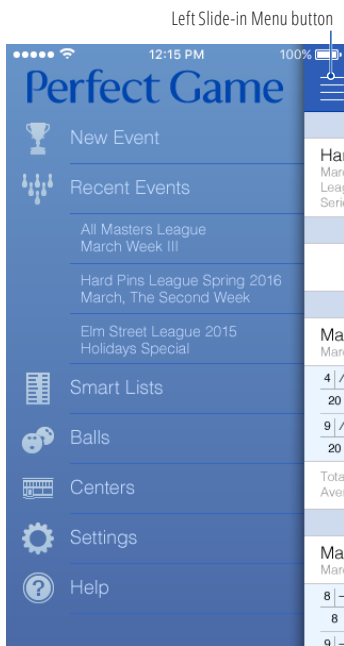
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Introduction


Perfect Game is a tenpin bowling player's assistant for Apple® iPhone® and iPod touch®. Whether you are a bowling amateur or professional, you will learn that *Perfect Game* will make your favorite game even more exciting. With *Perfect Game* you can record and collect game data: from the 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.

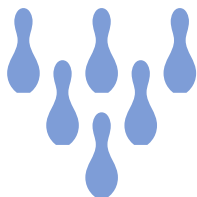


Left slide-in menu

Perfect Game Features

- Recording and collecting of games info.
- Organizing games in series and events.
- Analysis tools.
- Sharing games, series, and events results via *Mail*, *Messages*, social network and messaging apps, etc.
- Bowling Balls Manager.
- Centers Manager.

To access main features of *Perfect Game* use its left slide-in menu: either anytime swipe right from the very left side of the screen or tap  button on the left-hand of the navigation bar when it is available.



Events, Series, Games

Game results in *Perfect Game* are stored within *Events/Series/Games* hierarchy. Every game is a member of its series, next a group of series forms an event. You can add new games and series to both new and existed events.



Event/Series/Games hierarchy in Perfect Game for a tournament

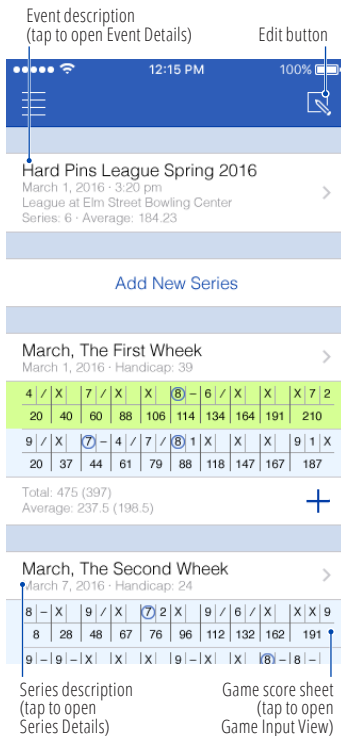
Perfect Game features the *Event/Series/Games* hierarchy similar to how you are playing bowling in your real life. For instance, playing in a league is an **event**, which consists of separate **series** of **games**. In a case of a tournament, an **event** is the tournament itself. It also consists of **series** like quarterfinal, semifinal, final with the corresponding **games**.

Some events like leagues can last many days. During this period you can play in other events, like tournaments or trainings. *Events* and *Series* of *Perfect Game* are nonlinear: you can resume adding new games to any existing *Event/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 into many series.

Perfect Game lets you share your scores with your family and friends via: *Mail*, *Message*, social network and messaging apps. As you share an event, series, or game, *Perfect Game* generates a PDF report and send it as an attachment. Along to scores the report includes data related to

the corresponding event, series, or game like a starting date, name, center, numbers, etc. Please note, some apps may not support a sharing of attachments.

Event



[Event overview](#)


Event screen contains: *Event Description Area*, *Add New Series* button, and a list of event series and games. A newly created event doesn't have any series. Tap the *Event Description* area to access the *Event Details* screen. The first time you start the app, when you do not have any records *Perfect Game* by default executes *New Event* command and takes you to *Event Details* screen where you can set up your first event.


To start a new event any time later tap *New Event* in the left slide-in menu. To access an existing event either tap its name in *Resent Events* list of the slide-in menu or locate it with the help of *Perfect Game's Smart Lists* ("*Smart Lists*" on page 16).

For both new and existing events in the *Events Details* screen you can:

- Define or change event **Name**.
- Adjust the event **Starting Date** if required.
- Select **Type of Event**: Training, Tournament, or League.
- Assign or change **Center** where the event is hosted.
- Optional, add **Note** in the last field.

For existing events with games recorded:

- To **Share** event results with other people tap  in the navigation bar and choose one of the sharing options available: *Message*, *Mail*, etc.
- Learn event results statistics in *Event Numbers* section ("*Numbers: Scores Analysis*" on page 20).
- **Delete** the event. Please note, this action will remove all of the event info, including stored series and games. This operation can not be undone.

When you are done tap  on the left side of the navigation bar. You can change event details any time. You



can not delete (cancel) the very first event. If you did not enter a name for the event it will be automatically named using the following format “[Event Type] [Starting Date].” For example: *Tournament Aug 16, 2016*.


Event screen contains: *Event Description Area*, *Add New Series* button, and a list of event series and games. A newly created event doesn’t have any series.


Apart from event properties described above you can learn the event results statistics in *Event Numbers* section (“*Numbers: Scores Analysis*” on page 20).




Series

Any new *Series* is added to the top of the series list in the *Event Overview* screen. Tap *Series* header to get *Series Details* screen. Here you can:

- **Share** series results: tap  in the navigation bar and select one of the available sharing options.
- Edit the series **Name** and its **Starting Date**.
- Turn on/off and define **Handicap** for the series. Tap *Value* line in the middle to enter the handicap directly or  button on the right to calculate handicap value with *Handicap Calculator*. The calculator uses the well known formula: percents of base figure and average difference.
- View series statistics in the *Series Numbers* section (“*Numbers: Scores Analysis*” on page 20).
- Add a text **Note**.
- **Delete** the series. Please note, this action will remove all of the series info, including stored games. This operation can not be undone.

Back in the *Event Overview* screen tap  in *Series* footer to add a new game to the series. You can change order of the event games inside one series, move them from one series to another, delete series and/or games:

- Tap  button in the top right corner.





- Either drag a game to a new place, or tap  on left of a game or a series to delete it. Please note, the delete action can not be undone.
- In the navigation bar tap either  button to confirm changes, or  to cancel.


Games


In the *Event Overview* screen tap the score sheet preview of a game to open it for recording or editing in *Game Recorder*.

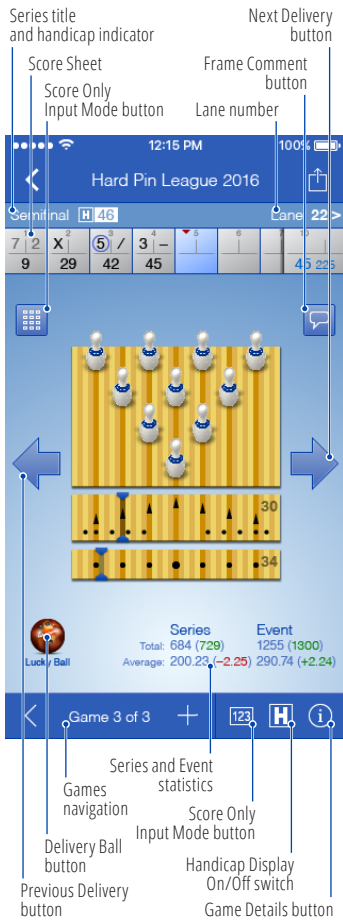
Under the navigation bar on the left from the *Info Line* of *Game Recorder* screen you can learn the name of the corresponding series and, if it is defined, the value of the series handicap. On the right, the number of a bowling center lane specified in *Game Details* is displayed.

The toolbar at the bottom of *Game Recorder* is split in two parts: the games navigator and control buttons.

Use the navigator to learn the number of the actual game in the series games list and browse the games with  and  buttons. When you reach the end of the games list *Next Game* button  is replaced with *New Game* .



The info toolbar button  gives you access to *Game Details* screen. Here you can:



- Tap  in the navigation bar to **Share** game results via: *Mail, Message, etc.*
- Define the center **Lane Number** you play the particular game on. If you play the game on two lanes: turn on the *Two-lanes Mode* option. *Perfect Game* will give you a hint about the active lane number during the game recording.
- Learn the game statistics in *Game Numbers* section ("*Numbers: Scores Analysis*" on page 20).
- Write a **Note** related to the whole game.
- **Delete** the game.



Detailed Score Input Mode view


The two remaining toolbar buttons are switches (from right to left): *Handicap Display On/Off* and *Game Input Modes*.

Handicap Display On/Off switch /  affects appearance of score numbers in *Game Recorder* and the handicap value in *Info Line*. The switch is disabled if the series has no handicap defined (the handicap value is not shown in *Info Line*).

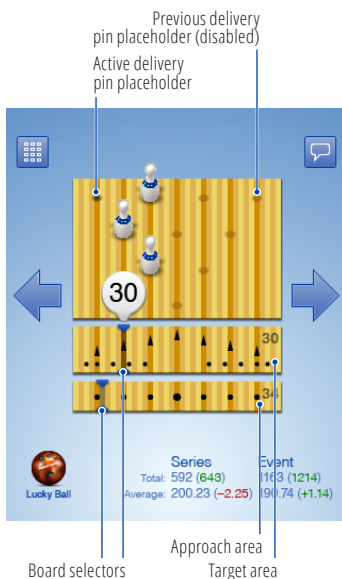
Perfect Game offers a choice between two *Game Input Modes* for game recording: *Detailed Score Input Mode*  and *Score Only Input Mode*  ^[123]. In *Detailed Score Input Mode* you are able to store game results and related information frame-by-frame. With *Score Only Input Mode* only the total score 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 the most of the game data. You can record pins and additional data for every single delivery frame by frame.

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 at the left of *Game Recorder*. 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: results display and game deliveries 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



Setting up borders in Detailed Score Input Mode

boards numbers stored (the score is displayed in black) or not (the score is displayed in gray). The 10th frame total score displays the actual score and the maximum potential for the current game. Active frame is highlighted in blue, 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. Alternatively you can navigate back and forth through deliveries with *Previous/Next Delivery* buttons: big blue left/right arrows outside the pins input area.

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.

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

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

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 sets them up correspondingly for new approaches.

Numpad

You enter only knocked down pins amount in 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 automati-





Numpad input type


cally. 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.

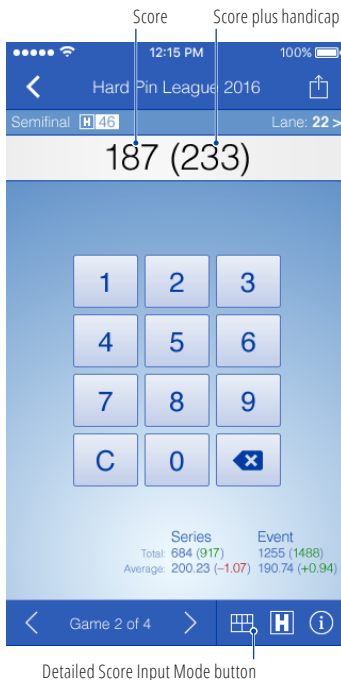
Automatic detection of splits is not possible in *Numpad* input type. You will have to save information about a split manually:

- For the first delivery 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*.

When recording the game in *Detailed Score Input Mode* you can select the ball used for a specific delivery from your bowling balls list ("*Balls*" on page 23). Tap the Ball icon on the left and select the corresponding ball from the 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.

To store a note for a particular frame tap  at the right of the *Detailed Score Input Mode* screen. A frame comment presence is indicated by a balloon with text lines on *Frame Comment* button: .



You can learn total and average scores for the corresponding event and series below the pins input area. In the first turn the current values for all of the completed games are displayed in blue color. Each of them is accompanied by a result in brackets, which considers the actual score of the recording, unfinished game. This result is displayed in green color if your actual performance is improving the overall one of the series and/or game or in red if not. With  switch in the toolbar you can see these values with or without the handicap added.



Score Only Input Mode

Score Only Input Mode

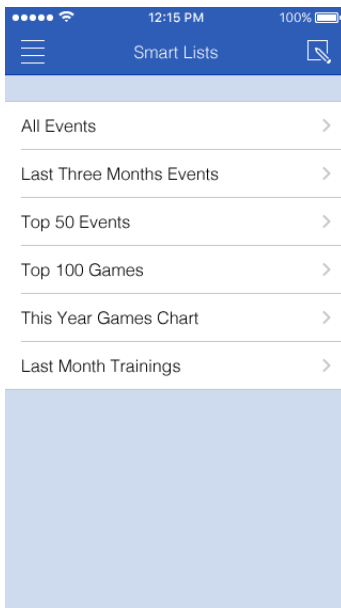
With this input mode you can save a total score of your game. A score input field replaces *Score Sheet*. If the corresponding series of the game has handicap defined this field can display two values: original score and, in smaller gray font, its sum with the handicap. The sum is recalculated.

lating dynamically as you enter the original score using the keyboard. The single/two values appearance is controlled by /  switch in the *Game Recorder* toolbar.

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



Smart Lists






Smart Lists main screen

Perfect Game offers a special feature for browsing and analyzing stored scores — *Smart Lists*. With *Smart Lists* you select *Games*, *Series*, 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 (filter) criteria as a *Smart List* and use it again any time. *Smart Lists* section is accessed from the left slide-in menu.


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

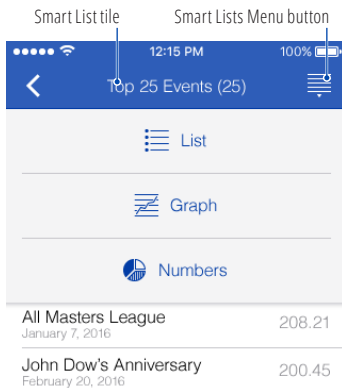
- **All Events.** This list contains all your events sorted by date.
- **Last Three Months Events.** This *Smart List* is similar to the previous one, but limits number of *Events* recorded in last three months.
- **Top 50 Events.** This *Smart List* selects and displays 50 *Events* with the highest 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.

To change the entries order or delete any of them:

- Tap  button in the navigation bar.
- Either drag a smart list to a new place, or tap  on its left side to delete. Please note, the delete action can not be undone.
- Tap  button in the navigation bar to confirm changes.

Smart Lists Usage

After you tap the name of a smart list in the *Smart Lists* screen the corresponding list is displayed. Number of the list entries is presented in brackets next to the title. Depending on the amount and combination of *Rules* (“*Rules*” on page 18) assigned to a particular smart list, and number of output items calculation of the results can take a few seconds. Every *Smart List* has three views: *List* (default), *Graph*, and *Numbers*. You can switch between them with *Smart Lists Menu*: tap  button at the right of the navigation bar.



Smart Lists menu



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

List

This view contains a list of *Events*, *Series*, or *Games* selected by smart list rules. The number of 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 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 sortings are available (“*Display Settings*” on page 19).

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

Graph

The performance dynamics over time can be analyzed with the smart list graph. In the frame above the graph you can learn about a smart list time period, its maximal


and minimal scores, and the average value (displayed on graph as a dark blue horizontal line). To see the information about a particular game drag your finger over the graph.

Numbers

This view contains results statistics and remaining pins reports related to the smart list entries. It is similar to *Numbers* sections in Details screens of Events, Series, and Games (*"Numbers: Scores Analysis" on page 20*).

Building a Custom Smart List

Apart from the 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  button in the navigation bar of the *Smart Lists* screen, then tap *Create New Smart List* row at the top of the *Smart Lists* list. Fill in the *New Smart List* form:

Name. The 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 the smart list match all selected rules. The current 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 the one defined in *Game Score* are included in smart list results.

- **Event Average Score.** Only events with an average score higher or equal to the one defined in *Event Average Score* are included in smart list results.
- **Series Average Score.** Only series with an average score higher or equal to the one defined in *Series Average Score* are included in smart list results.
- **Event Type.** You can tell the 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.
- **Center.** This rule limits search results to *Events, Series,* and/or *Games* played in a particular center.

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 the smart list results. For instance, set this parameter to 10 if you like to build a “Top 10” smart list.

Tap ✓ at the top of the screen to complete your smart list creation.

$$\frac{a+b}{c}$$

Numbers: Scores Analysis

Event Details

Name: Hard Pins League 2016

Starting Date: January 7, 2016

Type: League

Center Name: Elm Street Bowling...

EVENT NUMBERS

Series	1		
Games	4		
The Best Game	194		
The Worst Game	146		
Total	690	Average 172.50	Potential
Strikes	17	4.25	39 % of 44
Spares	18	4.50	69 % of 26
Open	8	2.00	
Splits	1	0.25	

Remaining Pins

*Numbers section
in Event Details view*

Numbers section on *Details* screens for an event, series, or a game contains a collection of the corresponding results statistics and an entry to remaining pins analysis. For *Smart Lists* this section is accessible via the *Smart Lists Menu* ("*Smart Lists*" on page 16). Number of values displayed in *Numbers* varies for games collection types.

	SMART LIST	EVENT	SERIES	GAME
Events	✓	-	-	-
Series	✓	✓	-	-
Games	✓	✓	✓	-
The Best Game	✓	✓	✓	-
The Worst Game	✓	✓	✓	-
Score Total/Average	✓/✓	✓/✓	✓/✓	✓/-
Strikes Total/Average/Potential	✓/✓/✓	✓/✓/✓	✓/✓/✓	✓/-/✓
Spares Total/Average/Potential	✓/✓/✓	✓/✓/✓	✓/✓/✓	✓/-/✓
Open Total/Average	✓/✓	✓/✓	✓/✓	✓/-
Splits Total/Average	✓/✓	✓/✓	✓/✓	✓/-

Percentage of Potential Strikes and Spares

Perfect Game calculates the percentage of actually scored strikes and spares for a selected *Game*, *Series*, *Event*, or *Smart List* 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.

Layout	Repeatability	Conversion
	21.9 % · 23	69.6 % (16)
	20.0 % · 21	90.0 % (18) Fill Frame (1)
	14.3 % · 15	13. % (2)
	11.4 % · 12	83.3 % (10)
	10.5 % · 11	100.0 % (11)
	8.6 % · 9	44.4 % (4)
	6.5 % · 7	85.7 % (6)
	3.8 % · 4	100 % (4)
	1.9 % · 2	50 % (1)

Remaining Pins List View

Remaining Pins Analysis

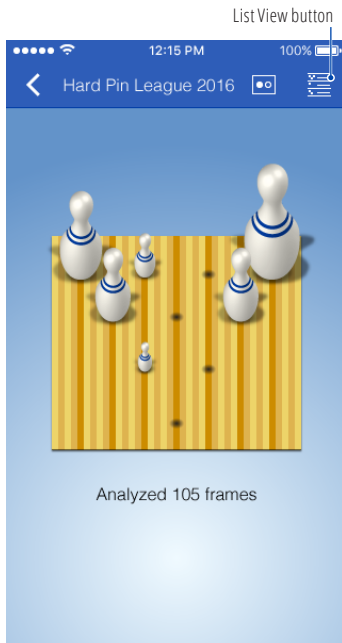
Tap *Remaining Pins* at the end of the *Numbers* section to get info on remaining pins after the first and the second deliveries for a selected period (event, series or game).

In *Perfect Game* remaining pins can be displayed in two ways: *List* and *Composition Views*. To jump between the two views tap on / switch at the right of the navigation bar. To see values for the first or second delivery tap / switch in the navigation bar.

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) are displayed first. Rows of the *Remaining Pins List* are highlighted in: red for splits, yellow for singles.

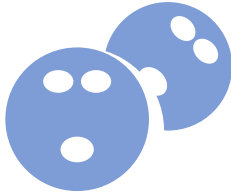


*Remaining Pins
Composition View*

- **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 pin 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.

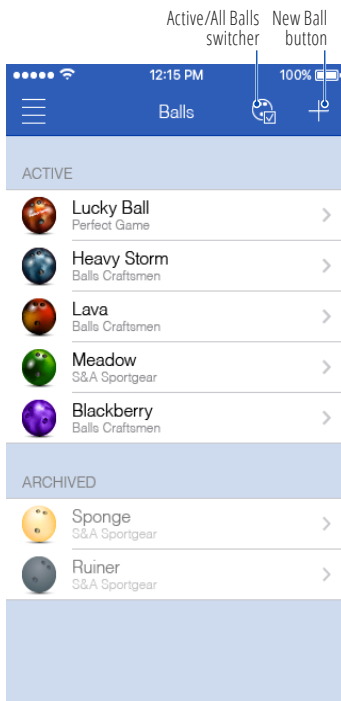
Composition View

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 more often a pin reappears in different layouts (remains standing) 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.




Balls

With Perfect Game you can store and manage your bowling balls information including their image. While recording a game 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 can be accessed from the left slide in menu or within Game Recorder (“Games” on page 11).




Balls List

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, its name, and manufacturer. Tap  switch at the top of the screen to show only active or all balls correspondingly. In All Balls view archived (inactive) balls are collected in the separate Archived section and displayed dimmed.

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 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

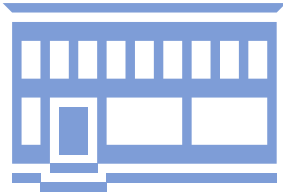
To add a photo tap on a dummy ball icon at the top left of the screen. You will be asked if you want to use an existing photo from the pictures library or take a picture with your device camera. Depending on your selection either the image library will be opened or your camera will be activated and you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

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.

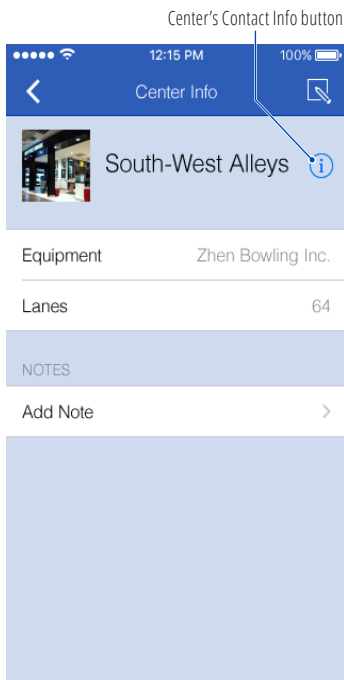
Editing Existing Ball Properties

Once added, ball information can be edited any time. For instance, you can track your ball maintenance by adding new notes, replace the brand new ball photo with an actual scratchy one, or put the ball to 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  button at the top of the Ball Info screen.
- Tap the corresponding line.
- Tap the ball image to update it. This procedure is similar to adding a new photo.
- Tap  button at the top of the screen when you are done with editing.



Centers

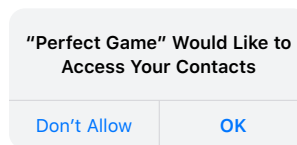


Center Info

With *Perfect Game* you can save information about centers you are playing at. Tap *Centers* in the left slide-in menu to see center names in the *Centers List*. Contact information of *Perfect Game* center records are synchronized with your *iPod touch* or *iPhone Contacts* application. To access center's contact info in *Perfect Game* tap  button next to the center name in *Center Info* view. If the synchronization with a contact is broken (for instance, you have removed a center info from *Contacts*) center name is displayed in gray color in the *Center List*.

Access to Contacts

Prior to adding the first center *Perfect Game* sends request to the operation system for access to its *Contacts*. The system will ask you for a approval of this action.



Tap *OK* to let *Perfect Game* connect centers with *Contacts*.

You can enable the *Perfect Game* access to *Contacts* anytime later in *iOS Settings* app. Go to *Settings* > *Perfect Game* and turn the *Contacts* switch on.

Adding a New Center

Tap **+** at the top of the *Centers List* screen and fill in the *New Center* form:

- Tap **i** on the right and select one of the following options: *Create New Contact*, *Assign Existing Contact*, 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 center equipment.
- **Lanes** field stores information about the number of lanes in the center.
- Save any number of your comments in the **Notes** section.

Editing an Existing Center

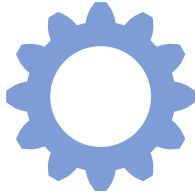
Editing a center is similar to adding a new one.

Edit Center's Contact Info

- Tap **i** next to the name of a center you would like to edit.
- Tap *Edit* at the top of the screen and proceed with the contact editing. Please note, in this step you are editing a record in your *Contacts*.
- Tap *Done* at the top in case you want to save changes.

Edit Center's Details

- Tap **✎** button at the top of the *Center Info* screen.
- Tap the parameter you would like to change. To add a new note tap *Add New Note*.
- Tap **✓** button to save your changes.



Settings and Help

The two last entries in left slide-in menu — Settings and Help — open the service sections of *Perfect Game*.

Settings

Left-handed Mode

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

Perfect Game Numbers

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

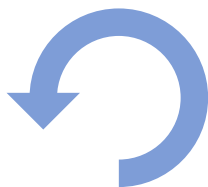
- File size of your database ("*Backup*" on page 29).
- Number of stored *Games*, *Series* and *Events*.
- Number of collected bowling balls.
- Number of stored centers.

Feedback

From the *Feedback* section you can send us your comments and questions via e-mail or rate and write a review of *Perfect Game* on Apple App Store.

Help

This is the entry point to a local (stored in the app) and simplified version of this document. Use it every time you need to get a hint on *Perfect Game* usage quickly.



Backup

All records you made in *Perfect Game* — games, notes, balls, their images, etc. — are stored in three database files called *PerfectGame.sqlite*, *PerfectGame.sqlite-shm*, and *PerfectGame.sqlite-wal*. In case you want to backup your data for safety or need to transfer it to another iPhone with *Perfect Game* (or other iOS device) you can simply copy your database with a help of the Finder® (macOS® 10.15 Catalina or higher) or iTunes® software by Apple. iTunes can be downloaded for free for macOS and Microsoft® Windows® from <http://www.apple.com/itunes/>.

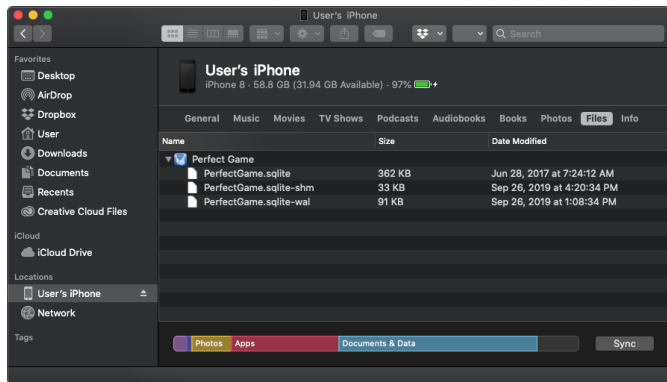
Database files do not exist for the freshly installed *Perfect Game*. They are generated on the app initial run.

Copy Database from iOS Device to Computer

If you want to store a copy of your database on a computer do the following

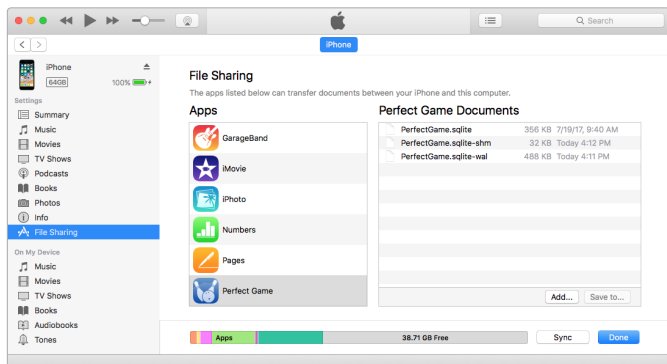
- Connect your iPhone with *Perfect Game* to a Mac running macOS 10.15 (or higher), or to a computer with iTunes installed.
- In the Finder select your iOS device and locate *Files* section.
- In iTunes select your iOS device and locate *Settings > File Sharing*, or *Settings > Apps > File Sharing* section in iTunes version 12.6 or older.

- In the Finder click on the triangle in front of *Perfect Game* to expand files list.
- In iTunes select *Perfect Game* in *Apps* list.
- There are *PerfectGame.sqlite*, *PerfectGame.sqlite-shm*, and *PerfectGame.sqlite-wal* files in *Perfect Game* directory in the Finder. In iTunes they appear in *Perfect Game Documents* list on the right-hand.
- In the Finder select and drag the three files to a folder on your computer. The Finder copies the files to this location.



Perfect Game database files in the Finder

- In iTunes select the files and press *Save to...* button at the bottom of the list to save a copy on the computer.



Perfect Game database files in iTunes

Add Database from Computer to iOS Device

Once you copied your *Perfect Game* database on the computer you can add it to any iOS device with *Perfect Game* installed.

- Similar to the previous algorithm navigate to *Perfect Game* files list in the Finder or iTunes.
- If the list already has the three files remove them: select the files and press the *Delete* key on a keyboard.
- In Finder find and select copies of *PerfectGame.sqlite*, *PerfectGame.sqlite-shm*, and *PerfectGame.sqlite-wal* on your Mac and drag them on *Perfect Game* directory on your device. The Finder copies the files to your device.
- In iTunes Press *Add...* button at the bottom of the list, find and select copies of the three files on the PC and confirm it. The files will be copied to *Perfect Game* app.

Please note, if *Perfect Game* on your iPhone already has its own database a Finder drag and iTunes *Add* operations will replace it with the one from the computer. All of the data from the original (old) database will be lost.

For additional information about sharing files on iOS devices please refer to technical specifications on Apple website:

- *Use the Finder to share files between your Mac and your iPhone, iPad, iPod touch*
<https://support.apple.com/en-us/HT210598>
- *Use iTunes to share files between your computer and your iOS or iPadOS device*
<https://support.apple.com/en-us/HT201301>

Thank you for your interest
in Perfect Game.



Perfect Game

www.perfectgameapp.com

