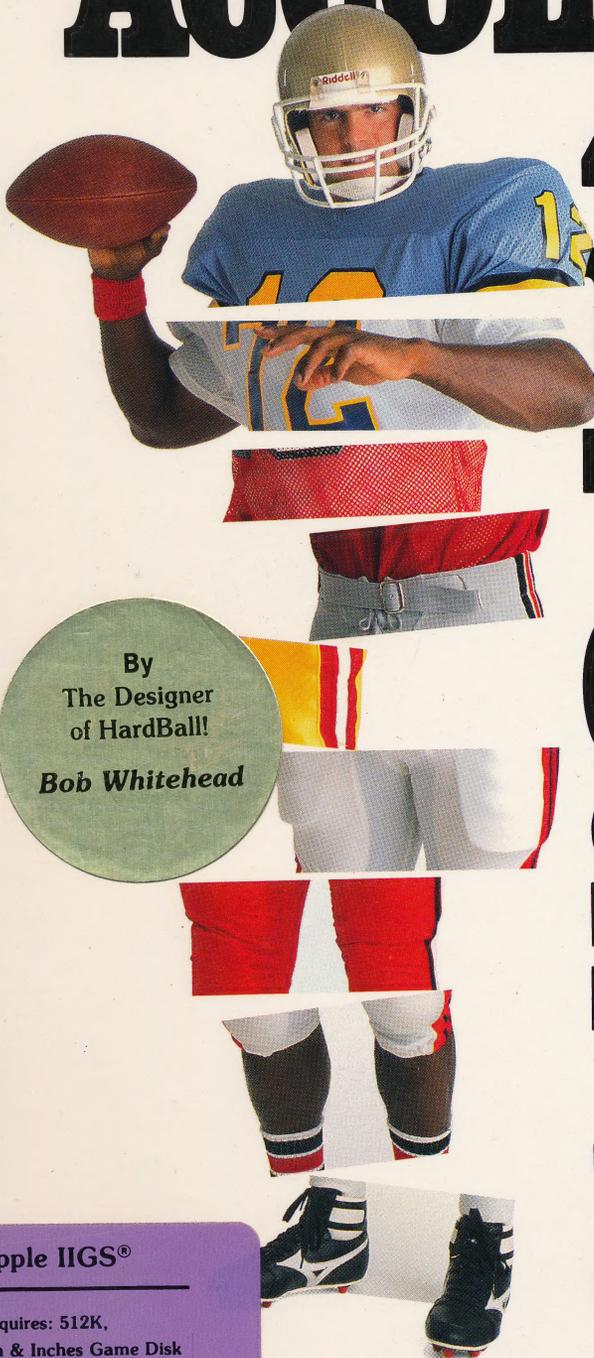


# ACCOLADE'S

# 4th & Inches TEAM CON- STRUC- TION DISK™



By  
The Designer  
of HardBall!  
*Bob Whitehead*

Apple IIGS®

Requires: 512K,  
4th & Inches Game Disk

# 4th & Inches Team Construction Disk

Designed by Bob Whitehead

**Create any team and any type of player for your 4th & Inches™ game!**

**Imagine the ultimate football player. A bone-crushing giant with world-class speed. He runs past, around and over people. He's got a cannon for an arm.**

**Now, imagine an entire team of these superhumans.**

**Impossible? Not when you boot up your 4th & Inches Team Construction Disk. Now you have the ability to create any kind of player, for any kind of team, all for play with your 4th & Inches game.**

**The possibilities are endless.**

- **Assign all the stats, sizes, and playing characteristics of each of your 4th & Inches players.**
- **Create a team of real-life pros and pit them against your friends.**
- **Name your teams...even choose the jersey color.**
- **Save each team that you've created to disk.**

**The 4th & Inches Team Construction Disk. Think of it as the "front office" for your 4th & Inches game.**

Game screens from the Commodore 64/128 version of the game. Other screens may vary. Commodore 64/128 is a registered trademark of Commodore Business Machines, Inc. © 1988 Accolade,™ Inc. All rights reserved.

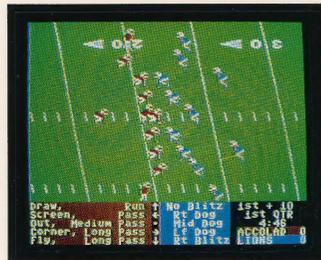
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The best in entertainment software.™  
550 S. Winchester Blvd., San Jose, CA 95128



The Main Command screen presents your options. Selecting "Modify Visitors" allows you to create the visiting team. You can save that team to disk then call it up from the "Team Disk Directory."



Here's the visiting line-up. Create everything from the player's name, height and weight to the team colors. Select each player's playing characteristics. Will your cornerbacks be speedy, steady or just plain tough?



Take the field with your custom-built teams. Each player performs with the playing characteristics you've given them. Watch for the bomb from the "Accolads." The quarterback was "built" with a great arm!



**4th & Inches  
Team Construction Disk™**

For Apple II GS®  
Requires 4th & Inches™ Game Disk  
512 K Memory

**ACCOLADE™**

The best in entertainment software.™

Designed by Bob Whitehead  
Adapted by Sculptured Software  
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800K



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To be eligible for our monthly drawing and product warranty, please answer all questions and mail within 10 days of purchase (one registration per purchase, no facsimile accepted). This card qualifies for one monthly drawing. Winner will be contacted within 30 days of drawing and will receive product of their choice. See enclosed manual for warranty details.

Name \_\_\_\_\_ Phone (     ) \_\_\_\_\_

Address \_\_\_\_\_ Male \_\_\_\_\_ Female \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

### Warranty information for 4th & Inches Team Construction Disk/Apple IIGS

Circle disk size of the product you are using:     3½"     5¼"

Circle computer(s) you own:    Apple II    Atari 800    Atari ST    C64/C64C/128    Amiga    IBM/Tandy    Macintosh

If you own an IBM, circle graphics adapter:    CGA    EGA    VGA    MCGA    Mono    Other \_\_\_\_\_

#### Age of buyer:

under 13  
 13-19  
 20-29  
 30-39  
 40-50  
 over 50

#### Age of player:

under 13  
 13-19  
 20-29  
 30-39  
 40-50  
 over 50

#### Where purchased:

Computer Hardware/Electronics Store  
 Computer Software Only Store  
 Record Store  
 Book Store  
 Toy Store  
 Department Store  
 Mail Order

#### Decided to buy because:

Friend  
 Magazine Article/Review  
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 Packaging  
 Sales Person  
 Other \_\_\_\_\_

What computing magazines do you read? \_\_\_\_\_

Have you filed a warranty card for a previous Accolade purchase?     Yes     No

What type of games do you buy the most?     Graphic Adventure     Action/Arcade     Fantasy role playing  
 Simulation     Sports     Other \_\_\_\_\_

How would you rate this product?     1 (lowest)     2     3     4     5 (highest)

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# **4th & Inches Team Construction**

**Manual for Apple IIGS**

**Designer: Bob Whitehead**

**Producer: Pam Levins**

**IIGS Version: Sculptured Software, Inc.**

**Programming: Tony Manso**



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(408) 296-8400

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San Jose, CA 95128



## DO YOU WANT TO BACK-UP YOUR DISK?

We know you're concerned about disk damage or failure. Therefore, each registered owner of **4th & Inches Team Construction Disk** may purchase one backup copy for \$10 (California residents please add 7% sales tax). In Canada, one backup copy may be purchased for \$15 ( U.S. currency ). Tear off the Proof-of-Purchase flap from the top of your package, make your check payable to Accolade, Inc., and send both to the address below. Please indicate which computer system you have, and allow 4-6 weeks for delivery. This copy, of course, is for backup purposes only, not for resale. Both your original and backup disks are covered by our warranty.



## YOUR DISK CARRIES A 90-DAY WARRANTY

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After this initial 90 days, defective media can be replaced for \$10 (California residents please add 7% sales tax). In Canada, you may obtain a replacement for \$15 (U.S. currency). Make checks payable to Accolade, Inc. and return the defective media to the address below. **HINT:** To speed up processing, please return only your disk.

# ACCOLADE

The best in entertainment software.™

# Team Construction

## Create America's Team

With the **4th & Inches Team Construction Disk** you can modify six existing teams, or create your own. You're the ultimate General Manager: choose the name of your team, and build your roster. You select your players' names, stats and skills. And when you're all through, you can test your picks on the **4th & Inches™** gridiron. So now you're player, coach and owner — there's no more excuses.

## How to Load Your Construction Disk

- 1 Insert your Team Construction Disk in Drive 1 (the boot drive), label side up, and turn on your computer.
- 2 When prompted, remove the Team Construction Disk, insert your 4th & Inches game disk into the same drive, and press any key.  
Note: If you have a two-drive system, insert the game disk into the second drive. The game loads automatically.
- 3 When the Main Command screen appears, you can select existing teams, or create new ones.
- 4 To make any changes, you must once again replace the 4th & Inches game disk with the Team Construction disk.

## Main Command Screen (Make Nine Choices)

Use the joystick, mouse, or cursor keys to move the selection bar to any of these nine options, then press the **fire button**, **mouse button** or **Return** key to select it. (For simplicity, we'll only use **fire button** or **Return** for the rest of this manual, no matter which type of control you are using.)

# Team Construction

## I/II Select Visitors / Select Home

Both of these options make six permanent teams appear on screen — the **All Pros, Champs, AccoLads, LacoMites, Angels, and Wildcats** — as well as any of the teams that you create. To select one, move the selection bar to a team and press **Return** or the **fire button**. Your team appears at the top of the screen in the Visitors or Home column.

In addition to being able to modify the Disk's six original teams, you can create your own teams by selecting **Blanks**. **Blanks** appears in the Visitors or Home column, and now you can create your own team name, names for all your players, and all stats and skills (*for more details see Modify Visitors / Modify Home*).

## III/IV Save Visitors / Save Home

After you've created or modified a team, and you're ready to place them on the field of battle, select this option and press **Return** or the **fire button**. This saves the team that's displayed in the Visitors or Home slot on the Main Command screen.

## V/VI Modify Visitors / Modify Home

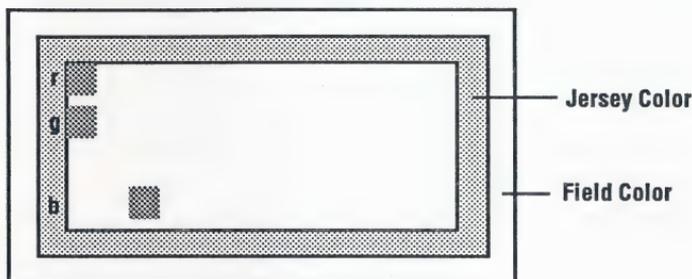
You've selected your teams, now you want to change them. Select either option to make that team's roster appear on screen. Whether you're modifying one of the original six teams or creating a brand new one, the changeable information is the same. To get back to the Main Command screen, select **Quit**, and press the **fire button** or **Return**. Here's a sample roster:

Team=Angels		Color			QUIT
Position	Name	Height	Weight	Experience	Attributes
QB1	Passo, Willie	6'1"	205 lbs.	4th year	Solid
QB2	Bohle, Bob	6'2"	195 lbs.	2nd year	Quick



**To change your team's name:** move the selection bar to the **Team** option, type in up to eight letters, and press **Return** to enter it. However, only the first seven will appear on your **4th & Inches** playing screen. By the way: you can't use the six original names for new teams; the computer won't save them.

**To change your jersey color:** move the selection bar to the color option, press the **fire button** or **Return**, and the following screen appears:



- 1 Move your control up or down to select one of the color sliders: **r** for red, **g** for green, or **b** for blue.
- 2 Move your control to the right to increase the intensity of your chosen color, or to the left to decrease it.
- 3 The jersey band changes color as you adjust the sliders. The field band always remains green so that you can see how your jersey color blends with the color of the playing field.

**To return to the Main Command screen:** press the **fire button** or **Return**.

**To switch first and second-string players at every position:** move the selection bar to any position (i.e. QB1) in the position column, then press **Return** or the **fire button**. The first-stringer (the one the computer defaults to) becomes the second, and vice versa. Press again, and it changes back to the original order.

# Team Construction

**To change a player's name:** move the selection bar to any name in the name column (i.e. **Passe, Willie**), type the last name first, followed by a comma, then the first name, and press **Return** to enter it. You can create any name up to 13 characters.

**To change a player's height and weight:** move the selection bar to any row in the height or weight columns (i.e. **6'2"** and **195**), type in new numbers, and press **Return** to enter it. Note: heights must fall between 4' 0" and 6' 9", weights must fall between 0 and 399, and only numbers will work. If you choose numbers outside the limits, the computer automatically corrects them.

**To change a player's experience:** move the selection bar to any row (i.e. **4th year**) in the experience column, type in any combination of letters or numbers that add up to six, and press **Return** to enter it. Examples include: **Rookie, Leader, 2nd yr**

**To select a player's attribute:** move the selection bar to any word (i.e. **Quick**) in the attribute column, then press **Return** or the **fire button** to cycle through that player's available skills. The chart on page 5 tells you how the different skills affect each position.



## Player Attribute Chart

Attribute	Effect On FB's, HB's, TE's, and WR's	Effect On LB's, CB's and SF's	Effect On QB's
Quick	A good athlete	A good athlete	The quickest feet, the weakest arm
Steady	Moderate speed & strength	Moderate speed & strength	Average passer; avoids most tacklers
Solid	Not too fast, but hard to tackle	Not speedy, but a good 1-on-1 tackler	Good all-around QB
Strong	Not fast, but keeps going if not hit hard	Not fast, but misses very few tackles	Slow, but has a rifle arm
Fast	Fleet-footed, but fairly easy to tackle	Fleet-footed, but often needs help tackling	
Speed!	Blazing speed, but easy to tackle	Blazing speed, but the weakest tackler	
Tough	Pretty slow, but it takes several hits to tackle him	Pretty slow, but a sure tackler	
Big!	Slowest on the field, but hardest to tackle	Slowest on the field, but can tackle anybody	

## VII Team Disk Directory

This option displays a list of all the original and newly-created teams. Press any key or the **fire button** to return to the Main Command screen.

## VIII Delete Team

This option also displays a list of all the teams, but now you can erase them (except for the originals; they can't be erased.) Select a team, and press **Return** or the **fire button**. After the erasure, you automatically return to the Main Command screen.

# Team Construction

## IX Play 4th & Inches

When you choose this option, the Game Selection screen of 4th & Inches is automatically displayed. After you choose your input device of choice, minutes per quarter, etc. from this screen, and press the **space bar** to start playing, you are prompted to put in your 4th & Inches game disk. (Of course, if you have a two-drive system, you don't need to switch disks.)

### How To Return to the Construction Disk From 4th & Inches

During a game, press the **Esc** key and you return to the Team Construction Disk's Main Command screen. From here you can either:

- 1 Select **Play 4th & Inches** to have the same two teams play again
- 2 Select two new teams to play a new game

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