4th & Inches™

The Manual

IBM/Tandy
Designed by: Bob Whitehead
IBM version by: Sculptured Software, Inc.

ACCOLADE™
The best in entertainment software.™

Pre-Game Ceremonies

Welcome to pro football the way it's really played. Eleven on eleven, full offense against full defense. You're the coach — you call the plays. And you're the player — quarterback, running back, receiver, middle linebacker, defensive back. This is good, hard, straight football action. So loosen up. It's time to boot up for the big game.

The Toss of the Coin

1. Plug in your joystick (if you're going to use one)

2. For IBM, insert DOS 2.0 (or higher) into Drive A, and turn on your computer. For Tandy, insert the system DOS disk into Drive A, and switch on your computer.

3. When the A> prompt appears, remove the DOS disk from Drive A, and replace it with your 4th & Inches disk.

4. Type 4TH and press ENTER. The game version best suited to your system's graphics adaptor loads automatically. Adaptors include:

   - EGA 16-color
   - CGA or Tandy 4-color
   - Hercules MGA
   - Tandy 16-color

   If you have an EGA card or a Tandy color computer, you may wish to play the CGA 4-color version. To do so, type 4th<space>/CGA.

5. So that you don't lose your current game, leave the disk in the drive until you are finished playing.

4th & Inches

Controls

- To restart the game, press F10. To turn off the sound, press F9.
- For a one-player game you may use the joystick, keyboard or numeric keypad.
- For a two-player game you have three control options: 1) use two joysticks; 2) the two players may share the keyboard; 3) one player uses the joystick, the other uses the keyboard.
- For a one-player game, use either the numeric keypad or keyboard. For two players, the keypad controls the CHAMPS team, and the keyboard controls the ALL PROS.

  Here are the keyboard/keypad commands.

Numeric Keypad

```
    ↖  ↑  ↗
    7  8  9    0 = Fire Button
  ←4     6→
    1  2  3
    ↙  ↓  ↘
```

Keyboard

```
    ↖  ↑  ↗
    Q  W  E    G = Fire Button
  ←A     D→
    Z  X  C
    ↙  ↓  ↘
```
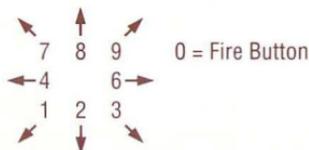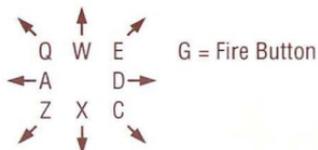
- IBM PS/2 Model 25 computer owners: You don't have a numeric keypad. Here's the diagram for your machine that corresponds to the numeric keypad commands.

```
           ⇑
  Home    Page    Insert = Fire Button
    ↖  ↑  ↗ Up
  ⇐←    →⇒
    ↙  ↓  ↘
  End    Page
     ⇓   Down
```
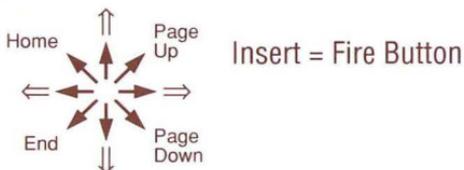
- Zoom option: when you select a formation during game play, players break the huddle and move to the line of scrimmage. If you would prefer them to line up immediately, press F8 while still on the game selection screen.

    Tandy 1000 Series owners: the Zoom option is pre-set on your **4th & Inches** disk. Therefore, after you select a formation, your players instantly go -- or "zoom" -- to the line. If you don't want to zoom, press **F8**.

- Speed option: the speed of your game (how fast the players and ball move on screen) varies depending on the type of graphics card and the speed of the processor inside your computer. So that you can easily control this speed, we've added a Speed option directly into the frame:

    1 Go to the Coach's Screen. On the top half it reads: **Speed: 9**

    2 If you have an IBM PC, XT, AT, a Tandy 3000 or Tandy 4000, adjust this number by using the **+** or **−** keys. The **+** key increases the Speed number; decreasing the speed, the **−** key decreases the speed number, increasing the speed.

    3 If you have a Tandy 1000 series computer, adjust this number by using the $\Rightarrow$ and $\Downarrow$ arrow keys. The $\Rightarrow$ key increases the number, which slows the speed; the $\Downarrow$ key decreases the number to speed up the game.

Select Game Options

After loading, use the joystick or keyboard to cycle through and select game options. Options include:

- Two player: ALL-PROS vs. CHAMPS
- One player: ALL-PROS (computer) vs. CHAMPS or CHAMPS (computer) vs. ALL-PROS

4th & Inches

Move the joystick to highlight the ALL-PROS vs. CHAMPS option. Then press the fire button to make your selection.

To select the length of time for each quarter, move the joystick forward (or up) to reveal the Minutes per Quarter option. Press the fire button to cycle through and make your choice: 5, 10 or 15 minutes.

If you're using a joystick, pull the joystick back (or down) to highlight the team(s) that you control. To cycle through optional input devices, press the fire button.

Once you've made your selections, press the SPACE BAR to start the game.

Kickoff and Gameplay

The play screen: divided into four sections— the field, offensive play selection box, defensive play selection box, and the time-to-go, yards-to-score box.

The line of scrimmage: displayed in the center of your field of vision with about ten yards showing in either direction. An arrow at the bottom of the field marks the 1st down yard line.

Choosing plays: offensive and defensive selection boxes are separated by a series of arrows which correspond to the joystick positions. To make a selection, move the joystick to the indicated position, then press the fire button. Selections are highlighted in one-player mode, but not with two players — that way , your opponent can't see your selections.

Selection boxes: for most plays, three successive actions are needed to select a team formation, the play itself , and the position you want to take. But only one action is required for kickoffs and extra points. Please refer to sections marked The Plays and Playbook for a list of the possible selections and a description of the positions and plays.

The snap: the players move to the line of scrimmage after offense and defense are chosen. After you select the play and position, the action starts

automatically. In a few seconds, a player on each side will blink. These are the players that you control.

If you've elected to pass, the quarterback throws the ball when you press the fire button. After the throw, the display "zooms" to the receiver . If he catches it, he blinks, and you can control his running.

Defense: you also control the blinking defender. When a zoom shifts the action to another display, you may automatically control a different player.

Kicks: to punt, press the fire button after the punter receives the ball and begins to blink. To kickoff, or boot field goals and extra points, press the button as the kicker approaches the holder. Timing is critical — and practice makes perfect.

Timeouts

To call a timeout (you get three per half), press the SPACE BAR to go to the Coach's Screen. Then move the joystick up until the TIMEOUT line is highlighted, and press the button.

Penalties

Because there are no referees in 4th & Inches, there are no penalties. But there are some limits. In the one-player game, you can go to the Coach's Screen only once per quarter after you've selected a formation. Do it more than once, and you're penalized 5 yards.

However, you can go to the Coach's Screen after a formation is set if you call a timeout . And, of course, you can go to the Coach's Screen as often as you'd like before you select a formation.

4th & Inches

The Coach's Screen

Press the SPACE BAR to go to the Coach's Screen, where you can view the scoreboard, call timeouts, substitute players, and check player statistics. To return to the play field, press the SPACE BAR again and the play selection process begins.

Selecting players: For each position, there is a first and second string player. The computer automatically selects the first string players at the beginning of each game. But you can select second-stringers: move the joystick up or down until the player's name is highlighted, then press the fire button.

For some plays (double tight end plays, as an example), both first and second-string players are automatically substituted into the lineup. Special teams are usually composed of second-stringers. However, your first string wingback returns all punts and kickoffs.

Player stats: Statistics for each highlighted player are shown at the bottom of the screen. These include height, weight, and years played, as well as a qualitative assessment of speed and strength such as: SPEED!, FAST, QUICK, STEADY, SOLID, STRONG, TOUGH, BIG!.

SPEED! is used for the fastest players and BIG! for the slowest and strongest. In general, the bigger and stronger they are, the slower they are.

The Plays

Formations: Five formations from the following list are displayed, and one can be selected for each play.

Offense

Field Goal & Extra Points
Punt
Short Yardage
Double Tight End
Pro Set
Strongside Back
Weakside Back
Double Wing
Spread
Shotgun w/ Back
Shotgun w/o Back

Defense

3-4 [good against the run]
4-3 [good against the pass]
Flex (fairly good against both)
Nickel (very good vs. the pass)
Short (Yardage)
[very good vs. the run]

Offensive selections are always made at the bottom of the Field Screen in the larger of the two boxes. Defensive picks are made in the smaller one. The background color of the boxes tells you which team is on offense and which is on defense.

Play selection: Offense

Running Plays

Power, Rt Run   Power, Lf Run
Sweep, Rt Run   Sweep, Lf Run
Draw, Run   QB Sneak
Pitchout, Rt Run   Pitchout, Lf Run
Offtackle, Rt Run   Offtackle, Lf Run

Kicking Plays

Kickoff
Kick (field goal or punt)
Onside Kick
Sideline Kick (punt)

4th & Inches

Passing Plays

Screen, Pass	Turn-around, Pass
Quick In, Pass	Quick Out, Pass
Short Hook, Pass	Short Curl, Pass
In, Medium Pass	Out, Medium Pass
Hook, Medium Pass	Curl, Medium Pass
Post, Long Pass	Corner, Long Pass
Fly, Long Pass	Streak, Long Pass

Play Selection:

Defense

Return (also used for kicking plays)
No Blitz (also no dog)
Rt Dog
Lf Dog
Mid Dog
Rt Blitz
Lf Blitz

NOTE: A "Blitz" is a rush by a defensive back such as a cornerback or safety. A "Dog" is a rush by a linebacker.

Position selection:

From the following list of positions, five are displayed and one can be selected for each play.

Offense

Kicker	Lf Tight End
Fullback	Rt Tight End
Lf Fullback	Lf Wide Receiver
Rt Fullback	Rt Wide Receiver
Lf Halfback	Lf Wingback
Rt Halfback	Rt Wingback

Defense

Rt Linebk
Mid Linebk
Lf Linebk
Rt Safety
Lf Safety
Rt Corner
Lf Corner

The Playbook

The key to a successful offense is knowing what play to call in a given situation and executing that play to perfection. You're the on-field general. When you call a play in the huddle, you must be confident that everyone knows where to go and what to do when they get there.

Passing plays

Plays to the inside of the field.
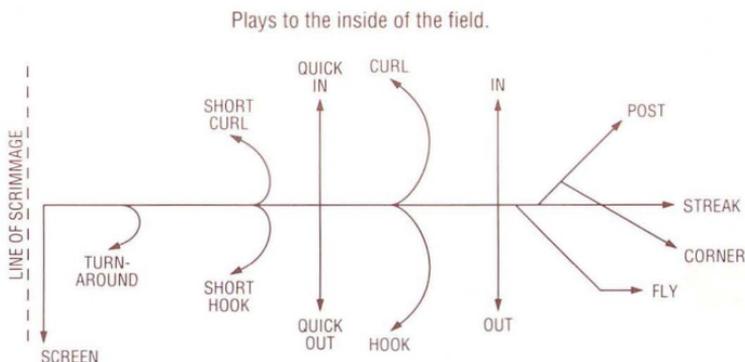
Plays to the outside of the field.

Running plays
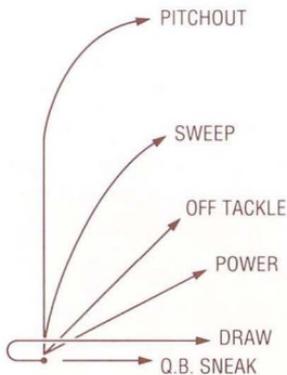
4th & Inches

On-field positions: This diagram shows more than the standard eleven positions on offense and defense, but, of course, only eleven on each side play at a time.

```
                                    RT              LF
                                  SAFETY          SAFETY
                       RT                                        LF
                     CORNER                                    CORNER

              RT              RT              MID         LF              LF
Defense:    OUTSIDE        INSIDE          LINEBK       INSIDE         OUTSIDE
            LINEBK         LINEBK                       LINEBK         LINEBK

                 RT              RT            NOSE      LF          LF
               TACKLE         GUARD          GUARD     GUARD       TACKLE
LINE OF
SCRIMMAGE   LF      LF      LF      LF      CENTER    RT      RT     RT        RT
            WIDE    TIGHT   TACKLE  GUARD            GUARD  TACKLE  TIGHT     WIDE
          RECEIVER  END                                            END     RECEIVER

Offense:      LF                                                      RT
            WINGBACK                    QUARTERBACK                 WINGBACK

                       LF          FULLBACK       RT
                     HALFBACK                   HALFBACK
```

Hints, Tips and Strategy

- If a game ends in a tie, you can play an unlimited number of "sudden death" overtime quarters.

- From time to time, the Coach's Screen appears automatically to show the results of a play just run.

- Receivers are human, so of course they occasionally won't execute their pass routes to perfection. Remember, when going down the middle, these guys are sometimes intimidated by defensive backs.

- In general, longer passes have a lower percentage of success than short ones.

- If you select a pass play, you don't have to pass — just don't press the fire button and you can run. However, it doesn't work the other way around; call a run and you have to run because the fire button won't work. No "audibles" at the line of scrimmage on a run.

- Once the play starts, the quarterback cannot run up, down or out of the displayed field area until he first crosses the line of scrimmage.

COPYRIGHT

DISCLAIMER

TRADEMARKS

4th & Inches is a trademark of Accolade, Inc.

Tandy is a trademark of Tandy Corporation.

IBM is a trademark of International Business Machines, Inc.

BACKUP COPIES FOR YOUR DISK

We understand your concerns about disk damage or failure. Because of this, each registered owner of **4th & Inches** may purchase one backup copy for $10. In Canada, one backup copy may be purchased for $15 U.S. currency. California residents add 7% sales tax. Checks should be made out to Accolade , Inc. Please indicate which computer system you have, and allow 4-6 weeks for delivery. This copy is for backup purposes only, and is not for resale. Your backup disk is covered by our limited warranty on disk media described below.

LIMITED WARRANTY FOR DISK MEDIA

SOFTWARE COPYRIGHT

CUSTOMER SERVICE

For customer service on this or any other Accolade product, call (408) 296-8400.

ACCOLADE™

The best in entertainment software.™