



ACCOLADE'S 4th & Inches TEAM CON- STRUC- TION DISK™

Coaching Guide

For Commodore 64/128

By

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4th & Inches

Team Construction Disk™

Go Team

Now you can create and customize players for your own football teams; then, pit them against each other on the 4th & Inches gridiron.

With the *4th & Inches Team Construction Disk*, you can enter each player's name and statistics — by position. Choose from up to eight individual ability attributes. Give your team any name you like — even choose the jersey color!

Build a team consisting of your neighborhood buddies and see how they would fair against your favorite pro team. Or play your team against a team created by a friend. Even trade teams with a friend. It's 4th and inches on your opponent's forty yard line — what play do you call for YOUR team?

Start-Up

1. Load your 4th & Inches *game disk* as you normally would. (See your 4th & Inches manual.)
2. Once the game is loaded, remove the game disk and insert the *4th & Inches Team Construction Disk* into your disk drive.
3. Hold down the SPACE BAR and press RESTORE. After about 20 seconds, the *4th & Inches Team Construction Disk* main command screen will appear.

NOTE: You may go to the main command screen any time during a football game by holding down the SPACE BAR and pressing RESTORE. **However, the game being played at that time ends when you do so.**

Main Command Screen

There are eight options on the main command screen. Use the joystick or the cursor keys to move the flashing highlight and press the joystick button or the RETURN key to select your choice. A description of each option follows:

SELECT VISITORS: Displays a list of the teams already on your diskette. To select a visiting team, use the joystick or the cursor keys to move the flashing highlight over your choice and press the joystick button or the RETURN key.

Your *4th & Inches Team Construction Disk* comes with six complete teams (All-Pros, Champs, AccoLads, LacoMites, Angels and Wildcats) and another team called the -blanks-. The -blanks- team simply has the player's names and statistics omitted, waiting for you to create one of your own teams, and each player's attribute is set to Solid (see MODIFY VISITORS).

To return to the main command screen *without* selecting a new visiting team, highlight and select <exit>.

SELECT HOME: Same as SELECT VISITORS, except you select the home team.

SAVE VISITORS: Displays the name of the visiting team and asks if you are sure that you want to save this team to diskette. Press Y or RETURN on the keyboard, or press the joystick button to save your visiting team. Save your teams directly onto your *4th & Inches Team Construction Disk* or onto any formatted diskette.

If you do not want to save the team, press the SPACE BAR to return to the main command screen.

NOTE: You cannot use the team names that came on your *4th & Inches Team Construction Disk* for your own team names. If you try, the message ILLEGAL TEAM NAME! appears on-screen.

SAVE HOME: Same as SAVE VISITORS, except you save your home team to diskette.

MODIFY VISITORS: Displays the visiting team's player statistics and attributes, team name and jersey color. To select an area to modify, use the joystick or the cursor keys to move the flashing highlight over the appropriate section. A brief description how to modify each section follows.

Player position: Highlight the left-hand column and press the joystick button or the SPACE BAR. The first string player (default player) becomes the second string player for the position highlighted. As an example, the player who was QB1 becomes QB2, and vice versa.

Player name: Be sure to type the last name first, followed by a comma, and then the first name.

Player height: Numbers only please!

Player weight: Again, numbers only.

Experience: Give your players as much experience as you want (i.e. Rookie, 2nd year, etc.)

Ability attribute: Press the joystick button or the SPACE BAR to cycle through the eight available ability attributes (quarterbacks have four — see below).

For fullbacks (FB), halfbacks (HB), wingbacks (WB), tight ends (TE) and wide receivers (WR) the ability attributes have the following effects:

- Speed! - blazing speed, but the slightest tackle will knock him to the ground.
- Fast - fleet-footed, but fairly easy to bring down.
- Quick - a good athlete.
- Steady - moderate speed and strength.
- Solid - not too fast, but you'll need a sure tackle to bring him down.
- Strong - won't win any races, but he can keep going if you don't hit him hard.

Tough - pretty slow, but it takes several hits to tackle him.

Big! - the slowest player on the field, but the most difficult to tackle.

For linebackers (LB), cornerbacks (CB) and safeties (Sf) the ability attributes have the following effects:

Speed! - blazing speed, but the weakest tackler.

Fast - fleet-footed, but often needs help to bring down the opposition.

Quick - a good athlete.

Steady - moderate speed and strength.

Solid - speed isn't his game, but a good one-on-one tackler.

Strong - won't win any races, but he misses very few tackles.

Tough - pretty slow, but he's a sure tackler.

Big! - the slowest player on the field, but he'll knock anybody to the ground.

Quarterbacks (QB) have four available ability attributes to choose from:

Quick - has the quickest feet, but the weakest arm.

Steady - can avoid most would-be tacklers and he's an average passer.

Solid - a good all-around quarterback.

Strong - has a rifle arm, but he's slow.

Jersey color: Highlight <COLOR>, above the ability attribute, and press the joystick button or the SPACE BAR to cycle through the available jersey colors. The on-screen background color changes to indicate the jersey color.

NOTE: If you select the same jersey color for both the visiting and the home team, the computer will randomly select a new color for one of the teams and the message **Note color change! Teams had same color!** will appear on-screen.

Team name: Found above the player's height and weight, you may enter any name you want up to eight characters (the first seven characters appear as the team name on the 4th & Inches main playing screen). The team names that came on your *4th & Inches Team Construction Disk* are not available for you to use.

To return to the main command screen, highlight and select <QUIT>, found above the player's names. To position the highlight over <QUIT> easily from any location on the screen, hold down the SHIFT key and press CLR/HOME.

MODIFY HOME: Same as MODIFY VISITORS, except you modify the player statistics and attributes, team name and jersey color of the home team.

TEAM DISK DIRECTORY: Displays a list of the teams that are saved on your diskette. Press any key or simply move the joystick to return to the main command screen.

DELETE TEAM: Displays a list of the teams saved on your diskette. To select a team to delete, use the joystick or the cursor keys to move the flashing highlight over your choice and press the joystick button or the RETURN key.

You are then asked if you are sure that you want to delete this team from your diskette. Press Y or RETURN on the keyboard, or press the joystick button to delete the team.

NOTE: You cannot delete the teams that came with your *4th & Inches Team Construction Disk*.

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We understand your concerns about disk damage or failure. Because of this, each registered owner of the 4th & Inches™ Team Construction Disk 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. 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.

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Note: To speed up processing, please return disk only.

The defective media should be returned to:

Accolade, Inc.
550 S. Winchester Blvd., Suite 200, San Jose, CA 95128
(408) 296-8400

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