

## HOW TO INSTALL *4TH & INCHES*™ ONTO YOUR HARD DRIVE

Your *4th & Inches* disk features a special kind of copy protection which lets you install the game onto your hard disk. Once installed, you can start up the game without the original program (or "key") disk. Here's the poop:

- 1 Turn on your Macintosh
- 2 Insert your *4th & Inches* key disk into the disk drive, label side up.
- 3 When the floppy disk icon appears on the desktop, click on it and drag the icon onto the hard disk. This copies the *4th & Inches* folder (and all of its programs) from the floppy to the hard disk.
- 4 Remove the key disk from the floppy drive.
- 5 Open the *4th & Inches* folder, and double click on the *4th & Inches* icon. A dialog box will appear, telling you to insert the original (or key) disk. Do that. Then another dialog box will appear which tells you how many hard disks the game can be installed on.
- 6 Press the INSTALL button. Now you will be able to launch *4th & Inches* from your hard drive without using the key disk. (If you choose RUN PROGRAM, you launch *4th & Inches* but you will need your key disk; choose FINDER and you are returned to the desktop.)
- 7 To remove *4th & Inches* from your hard drive, first insert the key disk into the floppy drive. Then double click on the *4th & Inches* icon from the original key disk. A hard disk dialog box similar to the earlier one will appear.
- 8 Press the REMOVE button. *4th & Inches* will remain on your hard drive, but you can now throw it into the trash if you wish. (If you don't throw it away, you can reinstall the game onto your hard drive by double clicking on the *4th & Inches* icon and following the same dialog box instructions as above.)



# 4th & Inches™

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## **The Manual For Macintosh**

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Manual: Jeff Hoff





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We know you're concerned about disk damage or failure. Therefore, each registered owner of **4th & Inches** 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.



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## 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.

## HOW TO LOAD THE GAME

- 1 Insert your *4th & Inches* disk into the disk drive, label side up, and turn on your Macintosh.
- 2 The game automatically loads, shows you a title and credit screen, then deposits you at the Setup screen.

## HOW TO SET UP A GAME

Your Setup screen should look something like this.

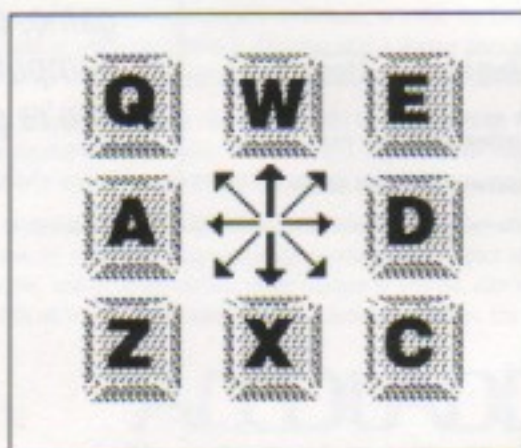
**The Setup Screen:** here's where you choose your team and the length of the game, and tell the computer what control you're going to use.



# 4th & Inches

## How to set up a game (continued)

- 1 **Time?** Point to one of the three circles marked 5, 10, or 15 minutes (the length for each quarter) then click to select it.
- 2 **Which team?** There are two teams in *4th & Inches* – the All-Pro squad in the light jerseys, and the Champs in the dark. You can choose to be either team. Just point and click on the controller (mouse or keyboard) that you want to use that's listed underneath your team.
- 3 **Two players or you against the computer?** If you want to play against the computer, point and click on the box marked computer that's listed underneath the other team. If you prefer a conscious opponent, the second player points and clicks on either the mouse or keyboard listed underneath his team. Both players, however, can't have the same type of controller because there's only one mouse and only one set of keyboard control keys. If you take the mouse, the competition takes the keyboard, and vice versa.
- 4 **Can the computer play the computer?** Of course. If you want to sit back and watch the two computer teams do battle, just point and click the computer box beneath each team. They'll play an entire game for you.
- 5 **How do you start the game?** After you've made your selections, click the mouse on the **Start Game** option. You're taken for a quick look at your team's roster on the Coach's screen, then automatically whisked to the gridiron.
- 6 **How do the mouse and keyboard work?** In *4th & Inches*, whether you're on offense or defense, you control only one player at a time. You use the mouse or keyboard to move this player around the field, and to make him release the ball (i.e, pass and kick).



**Controls:** Press keyboard letters to move a player in the direction of the arrows, or move the mouse in the direction of the arrows.





### To Use The Mouse

Move the mouse in one of eight directions (*see the direction arrows on page 2*) to move the player in that direction. To release the ball, click the mouse button.

### To Use The Keyboard

Hold down one of the eight letters (*see diagram*) to move the player in the direction of its corresponding arrow. When you're ready to release the ball, press **G**.

- 7 **How do you stop playing?** If you're on the Game Setup screen, point and click on **Quit**. If you're anywhere else, press **Alt** and **Q** simultaneously for the same result.
- 8 **Is there a Demo?** Yes. Leave the game on the Setup screen for an extended time and it automatically slips into a demo mode (the teams will play one quarter). To exit the demo, just press the space bar.

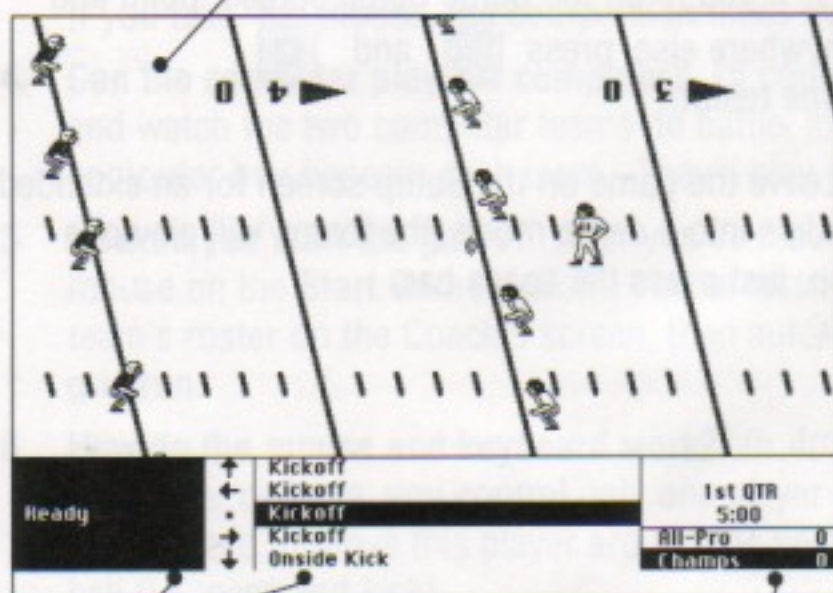


# 4th & Inches

## HOW TO PLAY A GAME

After you set up your game and click on Start Game, you briefly view the Coach's Screen (see the diagram on page 14) which, among other things, tells you which team kicks off and which receives. Then you're whisked to the Field Screen for the kickoff. As you can see in the illustration, the *4th & Inches* game screen is divided into four sections — the field, the offensive play box, the defensive play box, and the score.

**The on-screen display** gives you a television perspective of the field, focusing on about 20 yards extending in either direction from the line of scrimmage. The arrow at the bottom of the field is the first down marker.



**The Gridiron:** At any one time, you see about 20 yards of the field extending in both directions from the line of scrimmage. When the action moves off the screen, the computer automatically shifts to another view.

**The background colors** of the play boxes — white for the All-Pro's and black for the Champs — indicate which team is on offense and which is on defense.

**The score box** records the score, the time remaining in the quarter, the current down and how many yards you need for a first down.

With that general introduction, here's a step-by-step explanation of how to play *4th & Inches* from the kickoff to the locker room celebration.





## The Kickoff

When the field first appears, both teams automatically line up for the kickoff.

**If you're the kicking team you have to do four things:**

- 1 Select a play from the offensive play box. There's only two, either an Onside Kick or a standard Kickoff (four are listed but they're all the same so choose any one). An Onside Kick in this game travels about 10 yards, with the chance that the receiver will fumble the ball.
- 2 Click the mouse button to start your placekicker's run to the ball.
- 3 Click the mouse button the moment the kicker reaches the ball. Timing is critical. If you kick too soon or too late (your kicker's feet are too close or too far away from the ball when you click), the ball is kicked short and the other team is able to return it. If you're right on the money, the ball carries into the endzone for a touchback.
- 4 Tackle the ball carrier. After an opposing player receives the kick, one of your men will start to blink. That player doesn't have to make the tackle, but he's the player you control until a tackle is made.

**If you're the receiving team** (How do you know you're receiving? Look in the Defensive Play Box for a message. If it reads **Ready**, you're receiving.) **you have just two things to do:**

- 1 Click the mouse button (or press **S**) to signal that you're ready to play. The game can't begin until you're all set.
- 2 Receive the ball after it's kicked and start running. If it's a standard kickoff, the ball will automatically come to your kickoff return specialist. If it's an Onside Kick, the ball will either be caught or fumbled by one of your men in the front line. You know if you have the ball when your man starts to blink and the message box lists his name.



# 4th & Inches

## The Zoom Effect

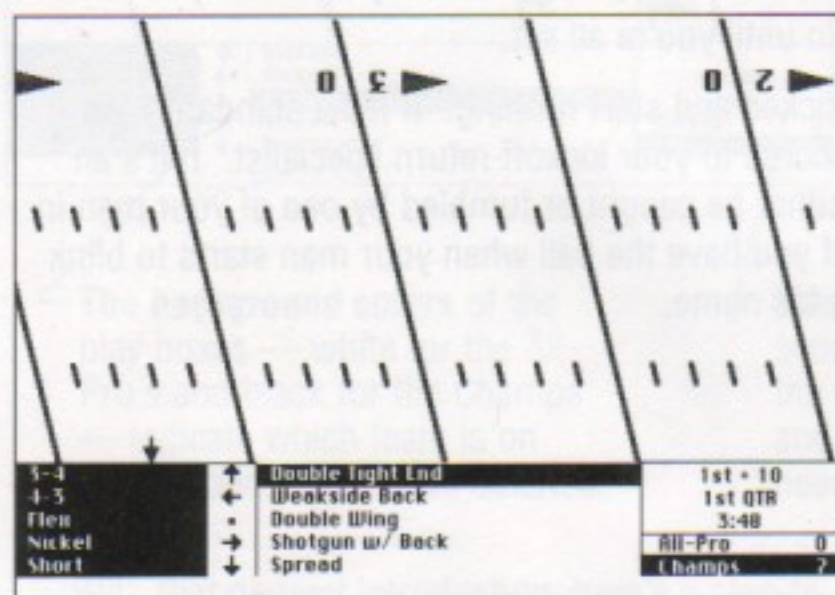
Each time the ball (via pass or kick) or ball carrier goes beyond the existing 20-yard field of vision, the screen automatically “zooms” to a new 20-yard segment. It’s like a television camera that “cuts” from one view of the field to the next as it follows the action.

## How To Play Offense

After a tackle is made — on a kickoff or play from scrimmage — both teams automatically huddle up for the next play. Before the ball is snapped, you have to make three offensive decisions:

- 1 What formation?** If you’re the All-Pro team, your offensive play box is the white one. If you’re the Champs, your box is black. In either case, it automatically lists five formations out of the 11 available to you (see *Offensive Formations*, page 15, for a full list) Move the mouse in the direction of the arrow beside a formation to highlight that formation, then click the mouse. (Or, if you’re using the keyboard, press the letter which corresponds to the arrow direction (**W**, **E**, etc. The letter **S** corresponds to the center position).

As soon as both teams have selected formations, the players move to the line of scrimmage.

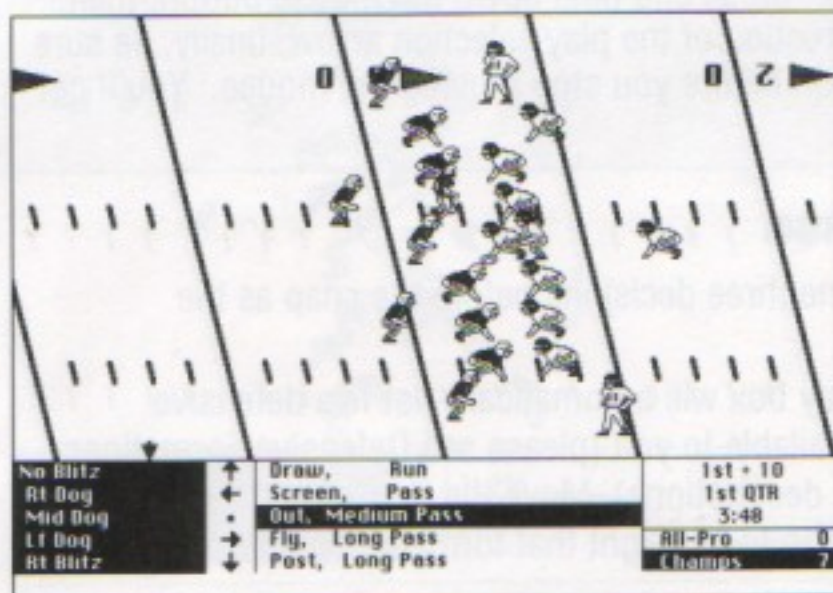


**Offensive Formation Screen:** First thing you do after a tackle is choose a formation. Five are shown at a time.



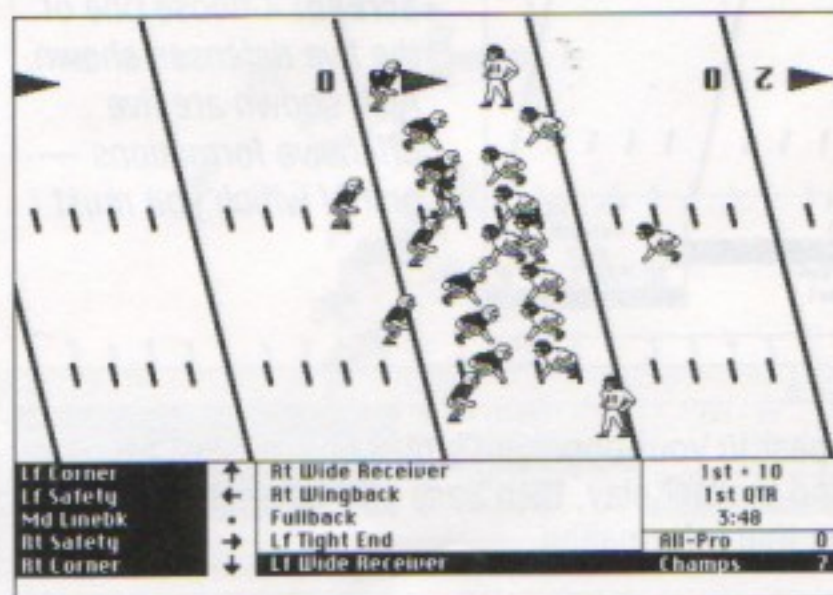


- 2 What play?** After you select a formation, your play box automatically changes to list five offensive plays from which you can choose one. Move the mouse in the direction of the arrow beside the play you want, which highlights that selection, and click the mouse. (For a full list and description of the 24 plays available to you, please see Offensive Plays, page 16-17)



**Offensive Play Screen:**  
Next up, choose a play.  
Five are available at a time.

- 3 Which player should I control?** Once again, your play box changes, this time listing five offensive positions. Which five appear depends on whether you call a run or a pass, and which formation you choose. Move the mouse in the direction of the arrow beside the player you want to highlight, then click the mouse.



**Offensive Player Screen:**  
Finally, you choose which player you want to control, and you're ready to play.  
Five positions are available.



# 4th & Inches

## How to play offense, (continued)

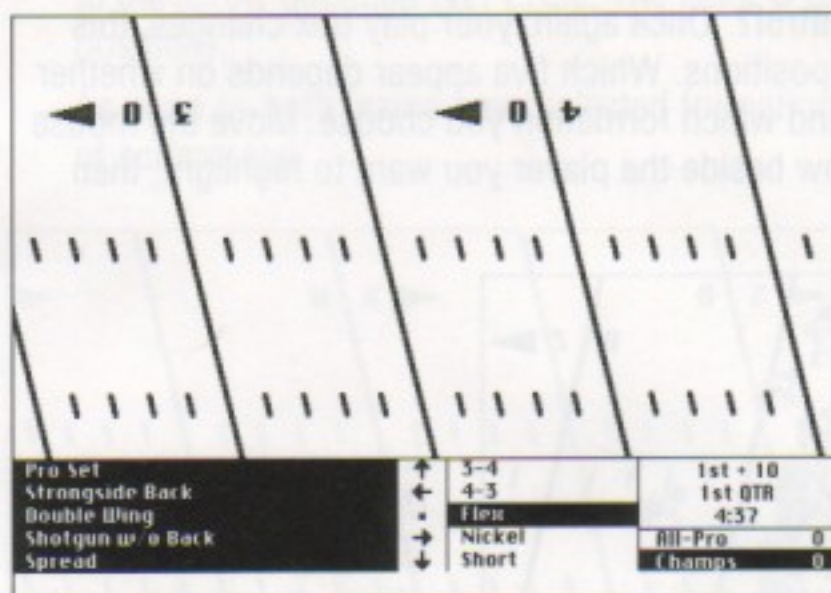
### Something You Should Know

When you play against the computer, your picks are highlighted on screen. But no highlights appear in the two-player game. That way your opponent can't see your selections. So, if you're using the mouse, there's a trick to make play selection easier: press and hold down the mouse button; then move the mouse in the direction of the play selection arrow; finally, be sure to release the mouse button before you stop moving the mouse. You'll get your selection every time.

## How To Play Defense

You need to make the same three decisions before the snap as the offensive team:

- 1 What formation? Your play box will automatically list five defensive formations out of the 5 available to you (please see Defensive Formations, page 15, for a full list and descriptions) Move the mouse in the direction of the arrow beside a formation to highlight that formation, then click the mouse.



### Defensive Formation

**Screen:** Choose one of the five defenses shown. Also shown are five offensive formations — one of which you must face.

### TIP

Consider the plays that appear in your opponent's play box, as well as the down, field position, and the last play, then base your formation and player-control decisions on that information.





- 2 What play?** After you select a formation, your play box automatically changes to list five defensive plays from which you can choose one. Move the mouse in the direction of the arrow beside the play you want to highlight, and click the mouse. (For a full list and description of the 7 plays available to you, see Defensive Plays, page 18.)

Turn-around, Pass	↑ No Blitz	1st + 10
Curl, Medium Pass	← Rt Dog	1st QTR
Corner, Long Pass	• Mid Dog	4:57
Streak, Long Pass	→ Lt Dog	All-Pro 0
In, Medium Pass	↓ Rt Blitz	Champs 0

**Defensive Play Screen:**

You can choose one of the five plays listed.

The five plays you could potentially face are also shown.

- 3 Which player should I control?** Five defensive positions are automatically listed after you choose a play, depending upon the formation you call and where the "referees" spot the ball. Move the mouse in the direction of the arrow beside the player you want to highlight, then click the mouse.

Lt Wide Receiver	↑ Rt Linebk	1st + 10
Lt Wingback	← Rt Safety	1st QTR
Rt Wingback	• Mid Linebk	4:57
Rt Tight End	→ Lt Safety	All-Pro 0
Rt Wide Receiver	↓ Lt Linebk	Champs 0

**Defensive Player Screen:**

The final choice, one of five defenders shown.

Notice that the potential offensive players are also shown.



# 4th & Inches

## How to play offense, (continued)

### TIP

When the ball is passed to a receiver and the screen zooms to the receiver, the defense may be automatically assigned a new player to control.

## The Snap

The ball is automatically snapped as soon as both teams finish their picks. In a few seconds, one player on each team — the control players — will start to blink, and the play begins.

## How To Run The Ball

The quarterback, as well as all ball carriers, can run in eight different directions. If you call a running play, you start by controlling the quarterback who automatically pitches or hands off the pigskin to the runner. That player then becomes the control player.

If you call a run, you have to run because the mouse button which controls passing won't work. However, if you select a pass you don't have to pass. Just don't touch the mouse button and you can scramble like crazy.

## Three More Things You Should Know

- 1 In *4th & Inches*, your quarterback can't run out of the displayed field area until he first crosses the line of scrimmage. If he crosses the line, the mouse button won't work (he can't pass).
- 2 If you call a running play, you can't choose the wide receiver. His position only appears in the play box to hoodwink the defense.
- 3 You can only select and control certain players. The others are controlled by the computer, and they react according to the offense or defense you select.





## How To Throw A Pass

You control the quarterback after the snap, and you can scramble around as much as you can get away with before unloading the ball by clicking the mouse. The display then “zooms” to the receiver. If he catches it, he blinks, and you can control his running.

### TIP

Longer passes may have less chance of success than short ones. And because receivers are human, they are sometimes intimidated by defensive backs and don't run their pass routes to perfection.

## Punts

When you want to punt (you can only punt on 4th down), you don't have to choose a formation or player. Just:

- 1 Select the Punt or Sideline Punt options which automatically appear in your offensive play box. (The sideline kick lets you hit the ball short and angle it out of bounds.)
- 2 Select the Kick option from the list of plays if you want to punt; if you want to fake a punt, choose a play.
- 3 If you're punting, click the mouse now to take the snap and your punter will start to blink when he catches the ball. Click the mouse again when you want to punt.
- 4 If it's a fake, the procedure becomes the same as a regular play: before the snap, you'll have to choose which player you want to control.



# 4th & Inches

## Field Goals

Most of the time, you can only kick field goals on 4th down, and when you're within range. (You'll have to figure out the ranges on your own, though; we can't tell you everything). However, if you're within range and it's nearing the end of the 2nd or 4th quarter, the game will allow you to kick on other downs. To boot:

- 1 Select the Field Goal option from the offensive play box.
- 2 Select the Kick option from the list of plays if you want to kick; if you want to fake a field goal, choose a play.
- 3 If you're kicking, click the mouse when the ball is snapped to the holder and your kicker is approaching the ball.
- 4 If you're faking, the procedure becomes the same as a regular play: before the snap, you'll have to choose which player you want to control.

### TIP

Be sure to time your kick carefully. If your kicker's foot is too close or too far away from the ball when he kicks it, it might not go through the uprights. Also, chances for success decline as you attempt longer and longer 3-pointers.

## Extra Points

After a touchdown, both teams automatically line up for the Extra Point attempt. If you're kicking, click on the Extra Point Kick in your play box. As soon as your opponent presses his button to signal that he's ready, the snap is made to the holder and the kicker steps forward. Click the mouse to kick the ball.

### TIP

Again, watch your timing. You can miss a PAT (Point After Touchdown) if you're early or late. (But a miss is very rare.)





## Interceptions

To intercept a pass, make sure that your defender is positioned between the quarterback and the receiver when the ball is in the air. Just make sure that you're not too far away or too close to the receiver. (By the way, some of your defenders which you don't control can also pick off a pass — much to your delight.)

## Timeouts

If you want to call a timeout (you get three per half), press the **space bar**. You're taken instantly to the Coach's screen (see diagram, page 14), where you can view the scoreboard, call timeouts, substitute players, and check player statistics. To call a timeout:

- Highlight the timeout option and click the mouse.

To return to the play field, press the space bar again and the play selection process begins again.

The clock, by the way, also stops for two-minute warnings which occur just before halftime and the end of the game.

## Overtime

If the score is tied after four quarters, you can play an unlimited number of "sudden death" overtime periods. Each team, by the way, receives two timeouts during an overtime.

## Fatigue

All players grow tired in the second half. So if you run the same play over and over again, your players' performances will suffer. Also: if a player is tackled, he'll be slower on the next play. So run out of bounds if you can to avoid a tackle and conserve energy.



# 4th & Inches

## THE COACH'S SCREEN

You can press the **space bar** to go to the Coach's Screen, where you can view the scoreboard, call timeouts, check player stats, and make substitutions. To return to the game, press the **space bar** again and the play selection process begins.

In the one-player game, however, you can go to the Coach's Screen after you've selected a formation only once per quarter — unless you call a timeout. This keeps you from changing your mind after you see what the opposition is doing. If you try it twice and don't call a timeout, it's illegal procedure, and you're penalized 5 yards.

You can, of course, go to the Coach's Screen as often as you'd like before you select a formation.

3:23	1	2	3	4	Score	Down	Yards To Go
All-Pro	0				0		
Champs	7				7	1st	10

All-Pro Timeout(3)	QB	Champs Timeout(5)
Bolle,Bob	QB	Dakota,Joe
Adams,Lonnie	FB	Bagg,Bernie
Built,Peter	HB	Knoble,Tim
Hunk,Johnny	WB	Quick,Rilly
Kite,Boomer	TE	Attrick,Jerry
Muffins,Bull	WR	Long,Hugo
Berlin,Bubba	LB	Pitts,R.M.
LaFete,Moose	LB	Jones,Merlin
Son,Leroy	LB	Dawg,Red
Jackson,Russ	CB	Green,Animal
Wilco,Rog	CB	Brown,Slim
White,Casper	SF	Thayer,R.D.
Mills,Buck	SF	Foxe,Sty

Press <Space Bar> to Start Scrimmage  
White, Casper 5'9" 178 lbs 2nd yr Speed!

*The Coach's Screen: At the end of each game, a button will appear at the bottom of this screen which reads **End Of Game**. If you click on the button, you can start a new game.*

## Player Stats

Statistics for each player you highlight 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.





## Substitutions

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 the second-stringers by moving the mouse until the player's name is highlighted, then clicking the mouse button. Click again, the first-stringer reappears.

For some plays ( double tight end plays, for 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.

### TIP

Make substitutions to create the type of team that can play your style of game. Do you want speed burners for a blitzkrieg offense or pile drivers for the old "four yards and a cloud of dust?" It's up to you to find the player mix that yields the best results. And watch out for fatigue in the second half. It pays to keep players fresh.

## FORMATIONS

Five formations apiece automatically appear in the offensive and defensive play boxes on each play. These are selected from the following lists based on the current down, how many yards to go before the first down, and field position.

### Offense Formations

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

### Defensive Formations

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)



# 4th & Inches

## PLAYS

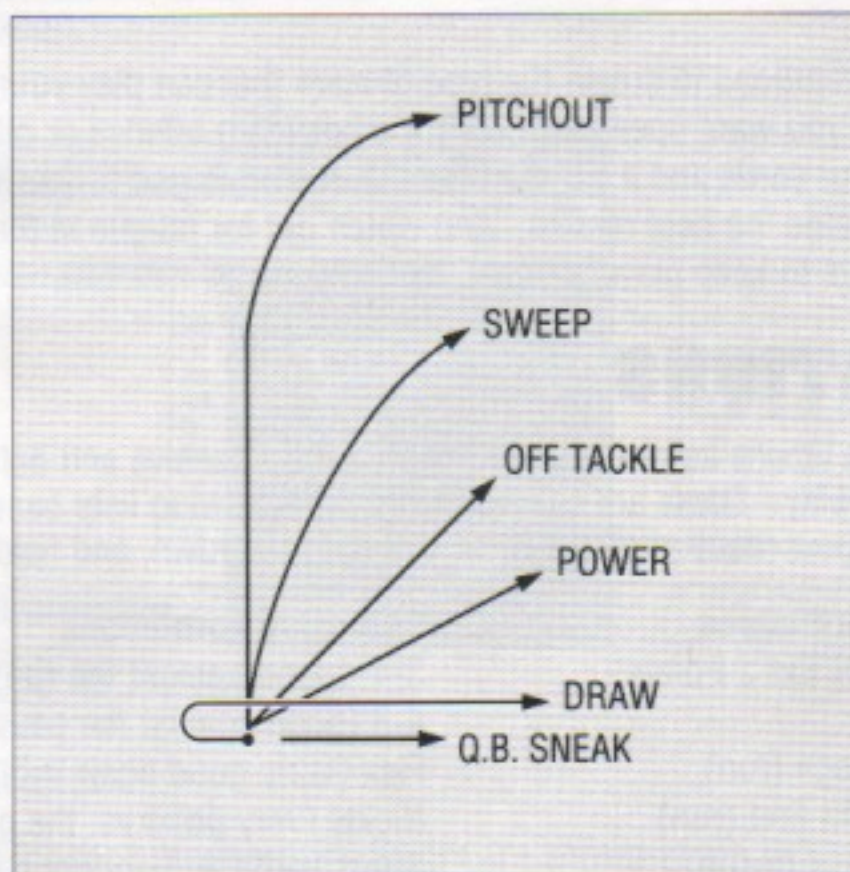
### Offensive Plays

#### Runs

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

#### Kicks

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



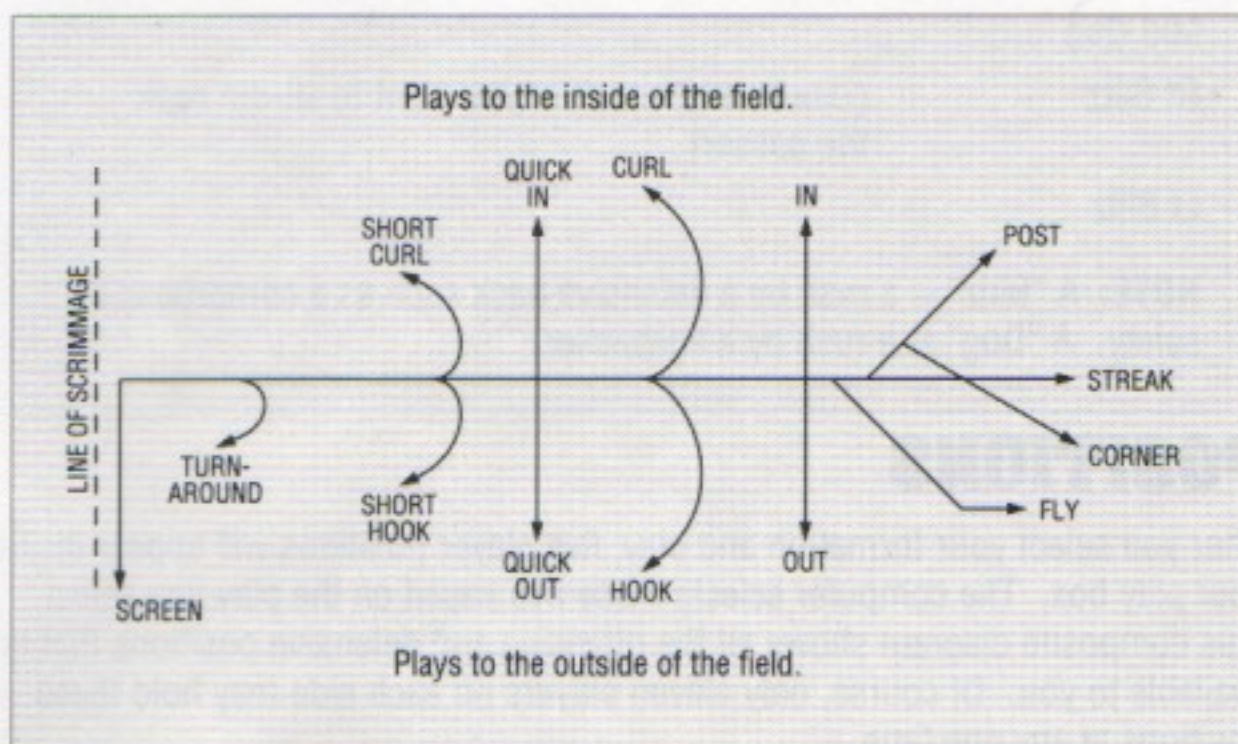




## Passes

Screen, Pass  
Quick In, Pass  
Short Hook, Pass  
In, Medium Pass  
Hook, Medium Pass  
Post, Long Pass  
Fly, Long Pass

Turn-around, Pass  
Quick Out, Pass  
Short Curl, Pass  
Out, Medium Pass  
Curl, Medium Pass  
Corner, Long Pass  
Streak, Long Pass



## Kicks

Kickoff  
Kick (on punting situations)  
Onside Kick (on kickoffs)  
Sideline Kick (on kickoffs)





## Defensive Plays

Return	(used for all kicking plays)
No Blitz	(No rush by linebackers, corners, or safeties)
Rt Dog	(All three of these are particularly good for stopping runs on short yardage situations, but you can still rush the passer from these as well)
Lf Dog	
Mid Dog	
Rt Blitz	(Use these two when you want to all-out rush the passer)
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.

## POSITIONS

After you select your formation and play, five player positions will appear inside your play box. The computer selects these five based on the play you select. This composite diagram shows all the offensive and defensive positions that are available to you. Of course, only eleven players on each side may hold these positions at any one time.

