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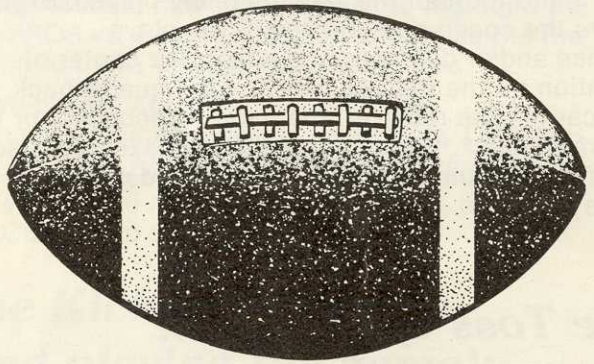
4th & Inches™



By

ACCOLADE™

For Commodore 64/128

Designed by: Bob Whitehead

Graphics: Mimi Doggett
Richard Antaki

Music: Ed Bogas

Special Thanks To: Alan Miller

4th & Inches™

Pre-Game Ceremonies:

This is pro football the way it's really played. Except you're the coach and you select the plays . . . offense and/or defense. And you're the center of attention on the field as well . . . the quarterback, the ball carrier, the receiver, the middle linebacker or the defensive back. You call the play and execute it so the glory of winning and the agony of defeat are yours to claim.

The Toss of the Coin:

1. Either joystick may be used for one-player games (vs. computer). For two-player games port 1 controls the visitor (blue) team and port 2 controls the home (red) team.
2. Turn on your Commodore 64/64C (C128 in 64 mode) and 1541/1541C/1571 disk drive. Insert disk in drive label side up.
3. Type: LOAD "*", 8, 1 and press RETURN.
4. Leave the disk in the disk drive throughout the playing of the game.

To Restart Game:

To restart the game, press RESTORE.

Select Game Options:

Once the game is loaded, you may use either joystick to cycle through and select game options. To select the length of time for each quarter, move the joystick to highlight the Minutes per Quarter option and press the fire button to cycle through the choices: 5, 10 or 15 minutes. To select one of the playing configurations, move the joystick to highlight the ALL-PROS vs. CHAMPS option and press the fire button to cycle through the alternatives:

two-player: ALL-PROS vs. CHAMPS
one-player: (computer) ALL-PROS vs. CHAMPS
ALL-PROS vs. CHAMPS (computer)

Once you have made these selections, press the SPACE BAR to start the game.

The Kickoff (and playing the game):

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

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

Offensive and defensive selections boxes are separated by a series of arrows which correspond to the joystick positions. Selections are made by moving the joystick to the indicated position and then pressing the fire button. In one-player mode your selections will be highlighted. In two-player mode they will not be . . . this way your opponent will not know what selections you made.

For most plays the play selection boxes will be used to select the team formation, the play to be run, and a position — in three successive actions. For kickoffs and PAT (point after touchdown or extra point) plays only one action will be required. Please refer to *The Plays* and *Playbook* sections for a list of the possible selections and a description of the positions and plays.

Once both the offense and defense have made their formation selection, the players will move to the line of scrimmage. After the play and positions have been selected the play will begin automatically. After a few moments a player on each side will begin to blink. These are the players that you now control. If you have selected a pass play, the quarterback will pass when you press the fire button. For kicking plays, the kick will occur when you press the fire button. After the pass occurs, the display will zoom to the receiver. The receiver will blink and if he catches it, you will be able to control his running.

As defense, you also control the blinking player. After a zoom occurs to another display you may be in control automatically of another defensive player.

To control the punter, simply press the fire button after the punter receives the ball and begins to blink.

For field goals and extra points, as the kicker approaches the holder you control the action. Press the fire button when you want to kick the ball. Timing is critical.

On kickoffs, you control the kicker as he approaches the ball. Again, press the fire button when you want to kick. Timing is everything and practice makes perfect.

Timeouts, Penalties and Referees

To call a time-out:

a) Go to the Coaches' Screen (press the SPACE BAR)
b) move the joystick up until TIMEOUT line is highlighted
c) Press the fire button

Penalties:

a) Since there are no referees, there are no penalties . . . except
b) We don't want there to be any unfair advantages. So, if you're in one-player mode, unless you've called a time-out, you can only go to the Coaches' Screen once per quarter after the formations have been selected. If you do it more than once you will be penalized 5 yards. Remember, only 3 time-outs per half and before the formation is called you may go to the Coaches' Screen as often as you'd like.

The Coaches' Screen

At any time during the game you can go to the Coaches' Screen by pressing the SPACE BAR (see the section on PENALTIES for a possible penalty situation). This screen is used to see the scoreboard, call time-outs, substitute players, and check player statistics. For each position there is a first and a second string player. At the beginning of each game the computer will select the first string players at each position. You may select the other player by moving the joystick up or down until the player's name is highlighted and then pressing the fire button. For certain selected plays (double tight end plays, for example) both first and second string players will automatically be substituted into the lineup. Special teams will normally be all second stringers. However, the

kickoff and punt returner will always be your first string wingback. The statistics for each highlighted player will be shown at the bottom of the screen. Along with the player's height, weight and number of years playing, there will be a qualitative assessment of his speed and strength. The choices that are available are: 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 slower a player is the bigger and stronger he will be.

To return to the play field, press the SPACE BAR. When this occurs the play selection process will start.

The Plays:

Team formation: From the following list of formations, five will be displayed and one may be selected for each play.

Offense: Field Goal (also used for extra point)
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 [effective against run]
4-3 [effective against pass]
Flex [somewhat effective against run or pass]
Nickel [very effective against pass]
Short (Yardage) [very effective against run]

Offensive selections will always be made at the bottom of the Field Screen in the larger of the two boxes. Defensive selections will be made in the smaller of the two. The background color of these boxes will tell you which team is on offense and defense.

Play Selection: From the following list of plays five will be displayed and one may be selected for each play.

Offense: RUNNING PLAYS
Power, Rt Run
Power, Lf Run
Sweep, Rt Run
Sweep, Lf Run
Draw, Run
Pitch Out, Rt Run
Pitch Out, Lf Run
Offtackle, Rt Run
Offtackle, Lf Run
QB Sneak

KICKING PLAYS
Kickoff
Onside Kick
Kick (for field goals or punts)
Sideline Kick (for punts)

PASSING PLAYS
Screen, Pass
Quick In, Pass
Quick Out, Pass

Short Hook, Pass
Short Curl, Pass
Turn-around, 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

Defense: Return (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 (corner or safety)
A Dog is a rush by a linebacker

Position: From the following list of positions five will be displayed and one may be selected for each play.

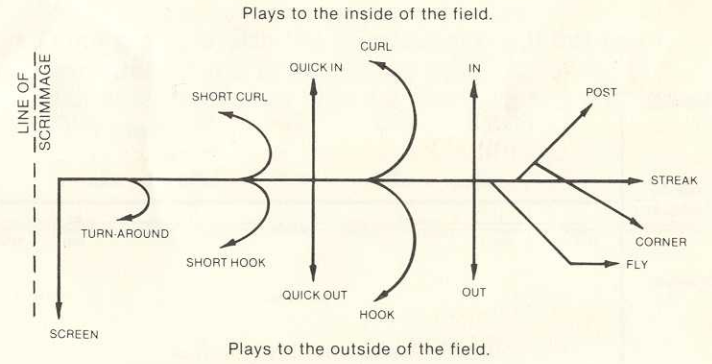
Offense: Kicker
Fullback
Lf Fullback
Rt Fullback
Lf Halfback
Rt Halfback
Lf Wingback
Rt Wingback
Lf Tight End
Rt Tight End
Lf Wide Receiver
Rt Wide Receiver

Defense: Rt Linebk
Md Linebk
Lf Linebk
Rt Safety
Lf Safety
Rt Corner
Lf Corner

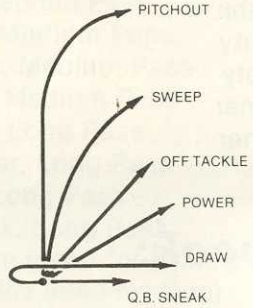
The Playbook:

The keys to a successful offense are
1) knowing what play to call
2) executing to perfection. In the huddle when you call a play, as the on-field leader, you must have confidence that everybody understands what to do. Here's what they'll do.

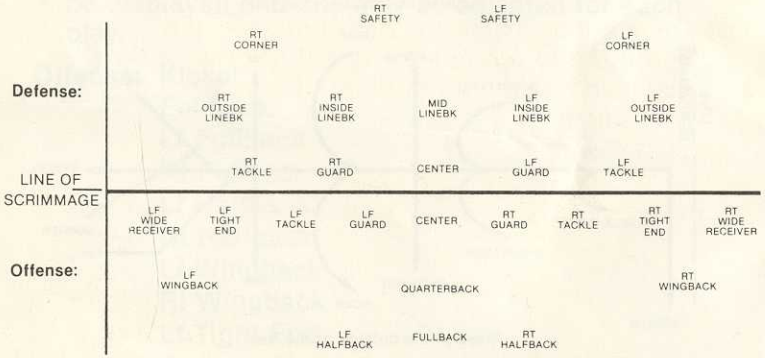
Pass Plays:



Running Plays:



And here's where each position plays. Note that there are more than 11 positions shown. This means that there is not a player at each position on each play.



Hints, Tips and Other Facts

- If a game ends in a tie, you will be able to play an unlimited number of "sudden death" overtime quarters.
- From time to time, the Coaches' Screen will be displayed automatically and will contain information about the results of a play just run.
- On occasion, certain receivers will act human and will not execute their pass route to perfection. Remember, when going down the middle, sometimes these guys are intimidated by a defensive player.
- In general, longer passes have a lower percentage of success than short ones.
- If you select a pass play, you could always decide just to run by not pressing the fire button. However, if you select a run, the fire button will not function and therefore you will not be able to "call an audible" and change to a pass play when the play starts.
- Once a play starts the quarterback will not be permitted to run up, down, or back out of the displayed field area until he first crosses the line of scrimmage.