Fast Break™

Accolade™

Fast Break™

Designed by Steve Cartwright

Three-on-three basketball with full court action!

No one else gives you the choices or control of Accolade's Fast Break.

This is computer basketball with double-clutch, mid-air, off-the-glass animation. Basketball action so lifelike you can almost feel the elbows and floor burns.

But it's more than great graphics that has the competition double dribbling. Just check out these stats.

- Three-on-three team play (guard, center & forward)
- More playability with full court action
- More players to choose from—each with individual talents and strengths
- More plays—go to the playbook for 15 offensive and 5 defensive pro-style plays
- More shots—choose from three-point bombs to rim-ripping slams
- More control—design your own plays with the exclusive "Playmaker"™ feature
- Network television court perspective
- One or two player capability

Take 'em to the hoop and jam. Pull up for a fade-away jumper. Play a tight man-to-man or double team the guard. Fast Break gives you the flexibility to do it all.

So lace up those hi-tops. It's time to lead the Fast Break.

Ready for a jam session? Fast Break is the only game with three-on-three, full court play where you select and run the offense and defense. This is the way computer basketball was meant to be played.
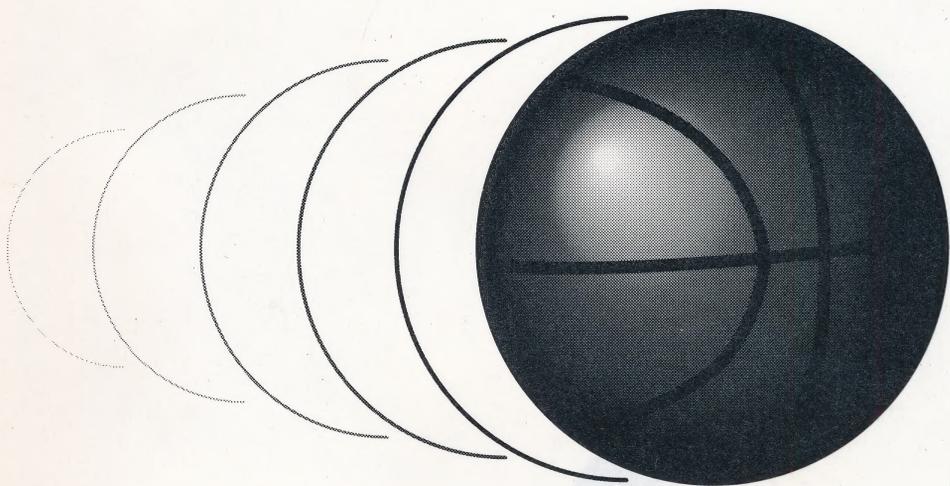

Who'll start at guard? At forward? At center? Fast Break provides a roster of players ranging in skills. What's your offensive strategy? The playbook has 14 set offensive plays or create one of your own with "The Playmaker" feature.

Better play tight "D" to shut 'em down. Trap defense? Double team the guard? Man-to-man? With Fast Break, you pick the attack. Hear the sneakers bite the court— the ball slap the hardwood. Shot's up. Off the iron! Rebound! Fast Break!

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

ACCOLADE™
The best in entertainment software.™
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Fast Break™

The Manual
for Macintosh & Apple IIGS

Designed by: Steve Cartwright

ACCOLADE™

The best in entertainment software.™
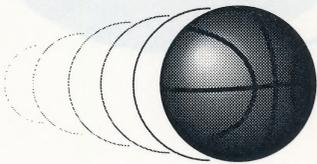
Fast Break™

Designer: Steve Cartwright
Macintosh and Apple IIGS Version by: Greg Hospelhorn
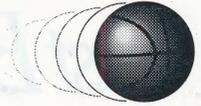**George Wong**

Producer: Pam Levins
Artist: Roseann Mitchell
Manual by: Jenna Hoff

Fast Break

Slammers vs. Jammers. Two of the fast-breakingest teams since the invention of Lycra gym shorts. A legendary basketball rivalry up there with L.A. and Boston.

This is Real Hoops: my six against yours, three-on-three on court, 24 seconds, six fouls you're gone. It's a fast-release outlet after a major bound, two no-look passes, a quick pump fake, dribble drive, and downtown with the Slamma-Jamma. You're going to love this game. Dr. James Naismith and his peach baskets would be proud.

How to Load Your Game

Macintosh

Note: If you have a Mac II, you must first switch your computer into two-color mode. For every Mac, make sure that the operating system is the only software that appears when you turn on your computer — no other resident software like Multi Finder. Also be sure to turn off your RAM cache. Check your computer manual for detailed instructions.

1 Insert your Fast Break Game Disk, label side up, into the disk drive.

2 Turn on your computer and the game loads automatically.

3 After the title and credits screens, a Game Selection screen automatically appears, on which you set up your game. (You can press ⌘ and **Esc** — ⌘ and the ~ key on a Mac Plus — anytime to return to this screen, but when you do, you wipe out your current game.)

4 To return to the desktop at any time, press ⌘ and **Q** simultaneously. Then restart your system to quit the game.

Apple IIGS

1 Insert your Fast Break Game Disk, label side up, into the disk drive.

2 Turn on your computer and the game loads automatically.

3 After the title and credits screens, a Game Selection screen automatically appears, on which you set up your game. (You can press **control** and **Esc** anytime to return to this screen, but when you do, you wipe out your current game.)

Fast Break

How to Load Your Game (continued)

Macintosh Hard Drive

Your Fast Break disk features a special kind of copy protection that lets you install the game onto your hard disk. (You cannot install the game onto a IIGS hard drive.) Once installed, you can start up the game without the original program (or "key") disk. Here's the poop:

1   Turn on your Macintosh to the desktop then insert your Fast Break key disk into the disk drive, label side up.

2   When the floppy disk icon appears on the desktop, double click on it to open it. Drag all the files inside onto the hard drive except for the System folder and Finder.

3   Remove the key disk from the floppy drive.

4   Open the Fast Break folder, and double click on the Fast Break 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.

5   Press the INSTALL button. Now you will be able to launch Fast Break from your hard drive without using the key disk. (If you choose RUN PROGRAM, you launch Fast Break but you will need your key disk; choose FINDER and you are returned to the desktop.)

6   To remove Fast Break from your hard drive, first insert the key disk into the floppy drive. Double click on the disk icon, then double click on the Fast Break icon from the original key disk. A hard disk dialog box similar to the earlier one will appear.

7   Press the **REMOVE** button. Fast Break 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 Fast Break icon and following the same dialog box instructions above.)

Choose Your Controls

1 You can use either your keyboard, numeric keypad, or mouse (as well as the joystick on the IIGS) to play Fast Break. (But to make reading less cumbersome, this manual refers only to the mouse.) No matter which weapon you use, you control only one player at a time - the one wearing the high-fashion black tights (black shoes on the IIGS). Here's how each control moves the black-clad player:
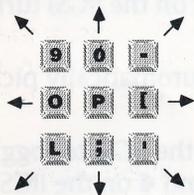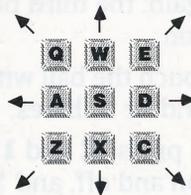
Mouse (Mac and IIGS)
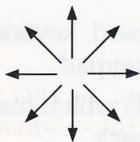
Keypad (Mac and IIGS)

0 (zero key) or Return = Mouse Button

#5 = centering the joystick (IIGS only)

```
7 8 9
4 5 6
1 2 3
```
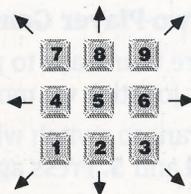
Keyboard (Mac only — for players without keypads)

Return = Mouse Button

```
9 0 -
O P [
L ; '
```

Keyboard (Mac and IIGS — one or two player game)

Tab = Mouse Button

S = centering the joystick (IIGS only)

```
Q W E
A S D
Z X C
```

Joystick (IIGS only)

Joystick Button = Mouse Button
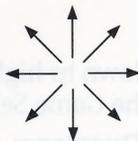
2 For a One-Player Game:

• You can use the keypad, keyboard or mouse (as well as the joystick with the IIGS).

Fast Break

Choose Your Controls (continued)

- If you play with the keyboard, joystick, or keypad while the mouse is plugged in, be sure to press ⌘ and **3** (**control** and **3** on the IIGS) to disable the mouse. That way any accidental movement of the mouse won't interfere with your keyboard play

3 For a Two-Player Game on the Macintosh:

- There are two ways to play: mouse vs. keyboard, and keyboard vs. keyboard or keypad
- If you want to switch which controller controls which team, just press ⌘ and **2.** Press again, and they switch back

4 For a Two-Player Game on the IIGS:

- There are four ways to play: mouse vs. keyboard; keyboard vs. keypad; joystick vs. mouse; and joystick vs. keypad
- If you want to switch which controller controls which team, just press **control** and **5.** Press again, and they switch back

5 To change the player you control, press and release the **mouse button** (or the **mouse-button**-equivalent if you're using the keyboard, or press and release the **mouse-button**-equivalent key twice quickly if using the IIGS) quickly: the tights (shoes on the IIGS) of another player will turn black, and now he's under your control. Press again: the third player's tights (shoes on the IIGS) turn black. And so on.

6 If you touch the ball with your player, he automatically picks it up. Move, and he dribbles.

7 You can press ⌘ and **1** (**control** and **1** on the IIGS) to toggle the sound on and off, and ⌘ and **4** (**control** and **4** on the IIGS) to turn off the shoe squeak.

How to Choose Time, Team, and Type of Game

1 Move your mouse up or down to highlight (or select) each of the following bar menus on the Game Selection screen:

> **TIME — Six Minute Quarters:** Select the time for each quarter by pressing the **mouse button** until you find the duration of your choice: 3,6,9, or 12 minutes.
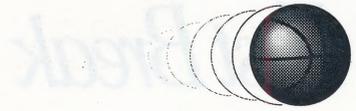
TEAM — Jammers vs. Slammers: Pick your favorite team and opponent by pressing the **mouse button** until you're satisfied with one of three options (**-c-** designates the computer team):

- Jammers vs Slammers (two players, no computer)
- **-c-** Jammers vs Slammers
- Jammers vs Slammers **-c-**

(SPACE) To Start Game: Select a game mode by pressing the **mouse button** until you find the one you like:

- (SPACE) To Start Game
- (SPACE) For Playmaker (Slammers — Mac: dark plaid/IIGS:white)
- (SPACE) For Playmaker (Jammers — Mac: light polka dot/IIGS: greenish)
- (SPACE) For Practice (work on your moves without defensive pressure)

Note: The Practice mode is only available when you select the "two player" option.

2 If you select **Start Game** or **Practice,** press the space bar to reveal the Players screen — the last screen (we promise) before action starts. (If you choose Playmaker turn to page 8 to see how to design your own play.)

How to Choose Your Players

The Players screen contains a 6-man roster and 15-play Playbook for each team. Every player is a first-rate hoopster, but only three per team can play at a time. So you have to choose your starting line-up: one Center (C), one Guard (G), and one Forward (F). At each position, you have two players to choose from. To choose:

1 Move your mouse up or down to highlight one of your team's positions (**C, G** or **F**).

2 One player is already listed; press the **mouse button** to list the second.

3 Make your choice and leave that player's name in the bar; then choose the other two spots.

● Scouting Reports

How do you choose between the two players at each position? An important question. You can't just put bodies out there. Basketball's a team game. You need players with complementary skills, players who work well together.

Fast Break

Scouting Reports (continued)

To help you create the best player mix for your team and your playing style, we've compiled brief Scouting Reports for each player.

Highlight any player, and a brief description of his strengths and weaknesses automatically appears at the bottom of the Roster. Study these well. The right team at the right time is a big advantage.

⬤ Statistics

Fast Break automatically tracks each player's statistics for the current game, and records them at the end of the Scouting Report:

0/0	**FG**	Field Goals made/Field Goals attempted (Field Goals = Shots)
0	**PT**	Total Points Scored
0	**PF**	Personal Fouls (Making contact in a non-contact sport)
0	**ST**	Steals (Taking the ball away from the other team)
0	**TO**	Turnovers (Giving the ball to the other team when you shouldn't)

At the end of each game, you can check and compare the game stats for both teams. A screen will automatically appear which lists both starting squads:

- Highlight a position (**Guard, Forward,** or **Center**). You can see that player's game stats at the bottom of your half of the screen. Notice that you can also see the stats of the other team's player on the other half of the screen.
- To see how the substitutes fared in the game, just press the **mouse button.** All six subs for both teams show up on screen. Check their stats in the same way.
- You can only check the other team's stats at the end of a game, obviously, when the info won't give you a competitive advantage.

How to Select Pre-Set Plays

⬤ Offensive Plays

Both the Slammers and Jammers keep 15 plays in their Playbooks, 14 pre-designed offensive plays (drawings of which you'll find on the back cover for handy reference) and one that you can design yourself. You can select up to four plays at the beginning of each game, then change your selections during timeouts and between quarters.
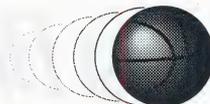
Of course you don't need plays: A couple of quick passes and a Tomahawk slam work just fine. And nothing says you have to run a play once you call it: If a lane to the basket is clear, go for it. But if you're the kind of person who enjoys the raw beauty of a perfectly-executed Pick N Roll, put them in your repertoire:

1 Move your mouse down to highlight the word **(Playbook)** beneath your Roster.

2 Press the **mouse button**; a playlist instantly replaces the Roster. Move the mouse up or down to scroll through the 15 plays. Four selected plays are marked with an asterisk (*).

3 To change a selection: Highlight the play and press the **mouse button**; the asterisk disappears. Highlight another play which has no asterisk, press the **mouse button**, and the asterisk reappears. The play is yours.

4 To select less than four plays: Press the **mouse button** to remove asterisks from unwanted plays.

5 Things to ponder while studying these diagrams:

- These only tell you where your players are going to move; there's no guarantee that you can execute the play this way. That's up to your skill.
- The numbers (1, 2, etc.) indicate the succession of players with dark tights (shoes for the IIGS) — and hence you control — during the play.
- Dotted lines = suggested passes (but all passes are optional).
- Calling plays is one of the coolest things about this game: Check out the Strategy section in the back for tips.

⬤ Defensive Plays

Each team can choose from five pre-set defensive plays:

|	
Fast Break	Your two computer-controlled men break towards center court when the other team shoots, counting on you to grab the rebound and make the quick outlet pass.
Man-2-Man (T)	T=Tight. Your two computer-controlled players cover their assignments very closely.
Man-2-Man (L)	L=Loose. Your two computer-controlled players play off their man, giving them the shot, but trying to prevent the drive.

Fast Break

Defensive Plays (continued)

Trap   Your two computer-controlled players always follow the ball handler.

Dbl Team   Double team. One of your computer-controlled men always follows the ball handler, which allows you to join or "double team" him.

Playmaker — How to Design Your Own Play

1 You're on the Game Selection screen. Move the mouse down to highlight **(SPACE) to Start Game,** then press the **mouse button** until you find the Playmaker option for your team.

2 Press the **space bar** to reveal the Playmaker screen: your players trot onto the court and take their positions. You'll notice that one player has black tights (shoes on the IIGS) — that's important.

3 Read the Play Box: **Move player to first of four locations.** This means: you can design the black-clad player to make up to four moves during this particular play. How?

4 Move black tights (shoes on the IIGS) to the desired location and press the **mouse button.** Do this three more times until the second player's tights (shoes on the IIGS) turn black. Designate his moves the same way.

5 When the moves of all three players are set in this way, press the **space bar** to return to the Game Selection screen. Your play is automatically recorded as Number 15 in your Playbook.

Note: a player doesn't have to make four moves in every play. If you want him to move just twice, for example, press the **mouse button** three times after you make his second move. You don't want him to move at all? Press the button four times right where he stands.
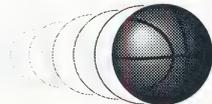
Gameplay

After you choose your lineup and select plays, you're ready to play ball. Press the **space bar**, and the Game Screen appears: Six guys, a ball, and half of a basketball court. If the computer team has the ball, get ready to play defense. If it's your ball, the boys are standing around at the end of the court, waiting for you to make something happen.

The Game Screen

1 Watch the bottom of the screen to find out which team (and player) controls the ball. It also shows the quarter, the time remaining in the quarter, the time remaining on the 24-second clock, and the score.

2 Only half of the court appears on screen: Dribble the ball over the center line to make the second half of the court — and your basket — appear on screen.

3 Watch the two Play-by-Play Boxes at the bottom of the screen — Jammer box on the left, Slammer box on the right. They automatically show which man has the ball and which man guards him. For example:

Jackson -G with the ball   ("Flash" Jackson, the Slammer guard, has the ball)

"Mercury" -G covering the play   ("Mercury Monroe, Jammer guard, guards him)

Inbounding the Ball

1 Check your Play Box to see if your team has possession of the ball.

2 Move your black-tighted (black shoes for IIGS) player to pick up the loose ball, then take it over the end line beneath your basket.

3 Face your man in the general direction of one of your other players.

4 Press and release the **mouse button** quickly, and he fires a perfect chest pass inbounds. You're off.

IIGS keyboard: If you're using the keyboard, you can't just press the key once and release it like you can with the mouse. You must press and release quickly the mouse-button-equivalent key twice to inbound the ball.

Dribbling

1 Touch the ball with your player and he automatically picks it up.

2 Move in any direction, and he dribbles. And he won't stop dribbling until he passes, shoots or someone steals it.

Fast Break

Dribbling (continued)

3 Mouse: When you move the mouse, the player will continue to dribble in that direction until you press the **P** key on the keyboard (Mac only) or the **5** key on the numeric keypad (that's the equivalent of centering the joystick).

IIGS keyboard: When you move with the keypad, the player will continue to dribble in that direction until you press the "**S**" key on the keyboard or the "**5**" key on the numeric keypad (that's the equivalent of centering the joystick) or move the mouse in a new direction.

● Passing

1 Face your ball handler in the general direction of a teammate: press and release the **mouse button** quickly.

IIGS keyboard: If you're using the keyboard, you can't just press the key once and release it like you can with the mouse. You must press and release the mouse-button-equivalent key twice quickly to pass the ball.

2 Beware opponents; they love to steal passes. But you can't deliberately pass it to them.

● Shooting

1 Shoot anytime you have the ball on your end of the court.

2 Press the **mouse button** and *hold it down* to make your shooter go up for a jump shot.

IIGS keyboard: Press the **Tab** key (or **0** key or **Return**) to make your shooter go up.

3 Release the **mouse button** to release the shot; release it at the *top* of the jump to *make* your shots.

IIGS keyboard: Press the **Tab** key (or **0** key or **Return**) again to release the shot.

4 Beware blocked shots. Your opponents won't say: "In your face." But they think it.

Important note: If you're cool, do a full 360, turn-around, double-pump jumper. How? Hey — cool isn't taught; you just do it.

● Scoring

1 Make a Field Goal from within the three-point line (the arc that extends beyond the top of the key) and you score two points.

2 Make a Field Goal from beyond the three-point line, and, yes, you get three points.
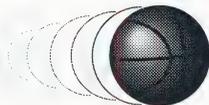
● Blocking Shots

1 When a shooter goes up for his shot, press the **mouse button** and *hold it down* to make your blinking defender go up with him.

IIGS keyboard: Press the **Tab** key (or **0** key or **Return**) to make your defender jump, but make sure that you press the **Tab** key (or **0** key or **Return**) again at the top of his jump.

2 Some players block shots better than others because they have greater jumping ability.

● Free Throws

1 There are no Free Throws.

2 Free Throws are for wimps.

● Calling Offensive Plays

1 Linger with the ball near the half-court line for a few seconds, or dribble the ball into the key then back toward the center line, and suddenly all action stops. An Offensive Play box appears at the top of the screen that reads: **CALL OFFENSIVE PLAY.**

2 Press the **mouse button** and *keep it down.* Now your Offensive Play Box lists four plays. For example:

Screen Hi L	↑
Screen Hi R	→
Pick N Roll	←
Reverse Cut	↓

3 Move the mouse in the direction of the arrow beside the play you want; that play is now set. Release the **mouse button.** (If you don't want to call a play, don't move the mouse, just release the button.)

IIGS keyboard: Press the **Tab** key (or **0** key or **Return**) and hold it down while you then press the key that corresponds to the arrow beside the play you want. Then press the **Tab** key (or **0** key or **Return**) again.

4 Your players continue to run the selected pattern until you shoot, call another play, or lose possession.

Fast Break

⊕ Calling Defensive Plays

1 When the offensive team calls a play, play stops, and a Defensive Play box also appears. It reads: **CALL DEFENSIVE PLAY.**

2 After the offensive team calls its play, you can press the **mouse button.** *Keep it down.* Now your Defensive Play box lists the five defensive formations available to you:

Fast Break	↑
Man-2-Man (T)	→
Man-2-Man (L)	.
Trap	←
Dbl Team	↓

3 Move the mouse in the direction of the arrow beside the defense you want; that play is now set. Release the **mouse button** and the defense is set.

IIGS keyboard: Press the **Tab** key (or **0** key or **Return**) and hold it down while you then press the key that corresponds to the arrow beside the defensive play you want. Then press the **Tab** key (or **0** key or **Return**) again and that defense is set.

⊕ Rebounding

1 Move your player — offensive or defensive — to the hoop as quickly as you can after a shot.

2 As the shot comes off the rim, press the **mouse button** and *keep it down* to make your player jump for the ball.

IIGS keyboard: Press the **Tab** key (or **0** key or **Return**)to make your player jump for the ball, but make sure you press the **Tab** key (or **0** key or **Return**) again after he makes his leap.

⊕ Playing Defense

1 To steal, guard the dribbler closely. If he faces you with the ball, touch him and you strip away the ball safely. But be careful: You could foul him if he's not facing you.

2 To intercept passes, position your man between the passer and his target.

Personal Fouls

1. Two kinds of Personal Fouls are called in this game: **Charging** (when your ball handler runs over a defender) and **Foul** (when you hack a dribbler or shooter).

2. Each man is permitted six personals before he's forced to ride the pines.

Fouling Out

1. Guard closely, but cautiously — after a player's sixth personal foul, he's gone. To the locker room. Shower city.

2. When a player fouls out, the second man in his position automatically takes his place.

Violations

1. Violations are infractions of the rules, instead of a player's body. Thus they result in Turnovers (the other team gets the ball), instead of Personal Fouls.

2. Violations include:

   24-Second Rule — From the moment you gain possession of the ball, you have just 24 seconds to shoot the ball, or the other team gets it. If you shoot and miss, but grab the rebound, the **24-second clock** (located at the bottom of the game screen) resets, and you have another 24 seconds to shoot.

   Half Court Violation — When you inbound the ball beneath the basket you're defending, you have just 10 seconds to dribble or pass the ball over the center line into your half of the court. The ten-second count begins the moment your player receives the inbound pass.

3. Certain violations or turnovers don't exist in Fast Break. You can't dribble or pass the ball out of bounds; you can't dribble or pass the ball *back* across the center line once you've crossed it (Over and Back); and you can't double dribble.

Substitutions

1. Change players as often as you'd like, but only during a timeout (no matter who calls it) and between quarters (when the game automatically stops).

2. From the Players screen, move the mouse up or down to highlight the player (or players) you want to remove; then press the **mouse button** to replace him.

Fast Break

● **Timeouts**

1   You get three per half, six for the game.

2   You can only call time after an opponent's Field Goal, when you have the ball out of bounds.

3   Press the **space bar** to call a timeout: The Timeout screen appears.

4   Press the **mouse button,** the Players screen appears, and you are automatically assessed for the timeout.
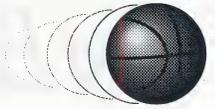
STRATEGY

- Study your team's strengths and weaknesses before picking a lineup.

- You have a much better chance to win if you choose the "right" combination of players and skills.

- Use slower players to inbound the ball so that you can pass it in to the faster ones.

- If you have a fast break, go for it. But you'll find that your team's shooting percentage tends to go up when you call set plays.

- Confuse the defense. Call a set play, then drive the lane for a slam dunk.

- Don't exhaust your favorite players by overplaying them. Substitute judiciously, or they'll be tired at the end of the game when you need them most.

- Practice. Use the Practice Mode to work on your fundamentals, to find out how effective different players are in different situations, and to experiment with the Playmaker plays to see which create the best openings for good shots.

- Offense: follow your shot. Defense: crash the boards.

- Study well the offensive play diagrams, and think *strategy*. Fast Break can handle as much basketball strategy as you know or want to learn. To get you thinking like Pat Riley here's an example of player strategy for the Reverse Cut play:

    1   Your best ball handler — usually a guard — has the ball up top.

    2   When the other two players make their cuts, pass it to the best three-point shooter (usually the forward) for the shot, not the center who can't hit the side of a barn door.
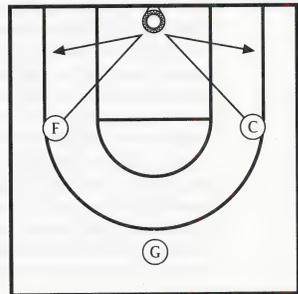
- "Keep cool, but care." Sage advice from McClintock Sphere, legendary street-ball player and jazz saxophonist.

Fast Break
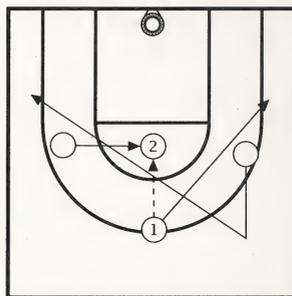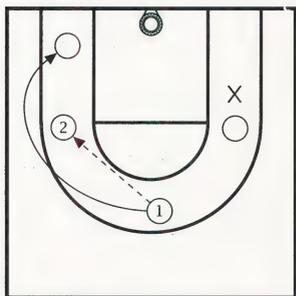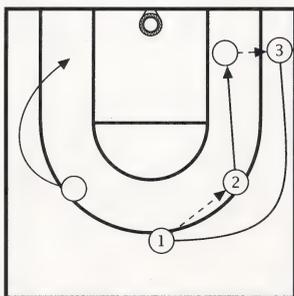
Fast Break

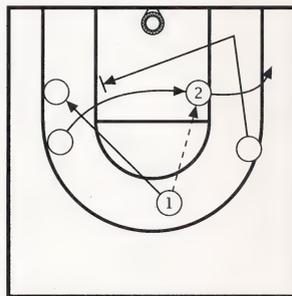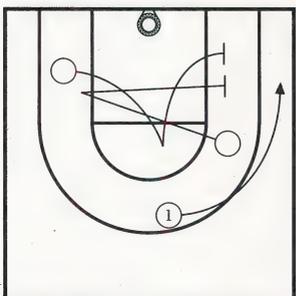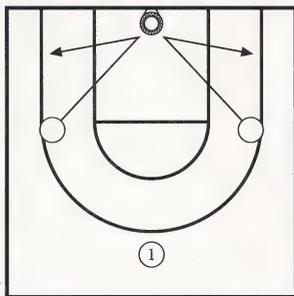Screen Hi Rt/Lt
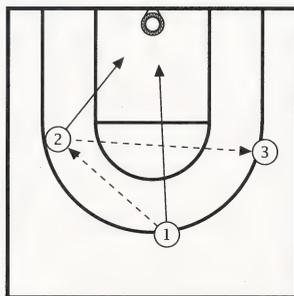
Give N Go

Scissors Rt/Lt

Pick N Roll

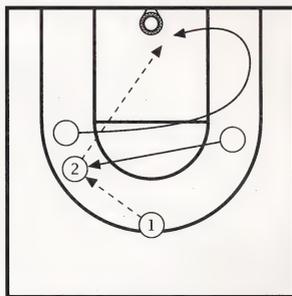

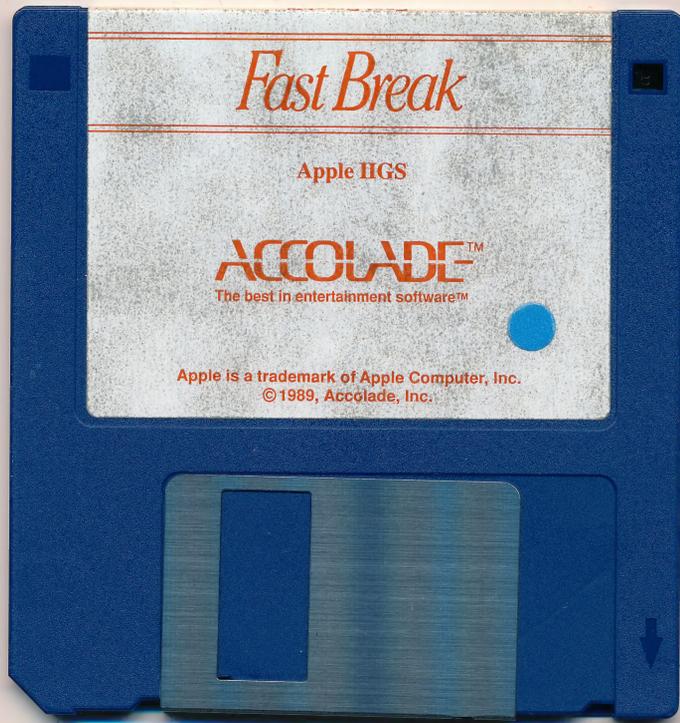Screen Lo Rt/Lt

Pivot Rt/Lt

Dbl. Screen Rt/Lt

Reverse Cut

Ally–Oop

To learn how to select these 14 plays, turn to page 6.

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Fast Break

Apple IIGS

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MONTHLY DRAWING FOR A FREE ACCOLADE SOFTWARE PRODUCT

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 Fast Break/Apple II GS

Circle disk size of this product: 3 1/2" 5 1/4"

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

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

Age of buyer:	Age of player:	Where purchased:	Decided to buy because:
___ under 13	___ under 13	___ Computer Hardware/Electronic Store	___ Friend
___ 13-19	___ 13-19	___ Computer Software Only Store	___ Magazine Article/Review
___ 20-29	___ 20-29	___ Record Store	___ Magazine Ad
___ 30-39	___ 30-39	___ Book Store	___ Packaging
___ 40-50	___ 40-50	___ Toy Store	___ Sales Person
___ over 50	___ over 50	___ Department Store	___ Other
		___ Mail Order	

What computing magazine 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)   1/89

_____

_____

_____

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& FREE DRAWING ENTRY

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