

3D Ultra Mini Golf DEMO
README
3/19/97

TO ORDER: Please call Sierra On-line sales support at 1-800-757-7707

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I] MINIMUM REQUIREMENTS

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Windows 95
486DX2/66 processor
8MB RAM
2X CDROM
31MB Hard Disk Space (not including Direct X drivers) SVGA, 256 colors
Sound Blaster 16 or compatible

II] HOW TO START THE DEMO

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Windows 95 Users:

After running Setup, click on the Start menu, select Programs,
select Sierra, and then select 3D Ultra Mini Golf Demo

Windows 3.1 Users:

Open the Sierra Program Group and double-click on the
3D Ultra Mini Golf Demo icon.

III] HOW TO PLAY THE DEMO

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From the Main Menu screen select "Play Golf" and proceed through the
Sign-In screens. You may play with up to 4 players. Before each player's turn his/her name will
be flashed on the screen and displayed in the top left hand corner. Each player may customize
his/her putting options via the Pull-down menus (which appear automatically).

EASY PUTT

Let the computer do the work. First line up the putter icon in the direction you want to putt the ball.
A thin white direction indicator will show your aim (this feature can be toggled on and off in the
Options Menu). Click and hold the left mouse button to start the backswing. Release the mouse
button to discontinue the backswing and stroke the ball. The longer you hold the left mouse
button, the harder the putt and the farther the ball will go. All putts are straight and only the terrain
of the hole and any obstacles affect the direction of the putt. To cancel simply hold the left mouse
button down until the putter returns to its base position.

TRUE PUTT

First line up the putter icon in the direction you want to putt the ball. Then click the left mouse
button anywhere in the central window. Drag the mouse in the direction you want to move the
putter to begin the backswing. Then move the mouse toward the ball to create the shot. The
farther you move the putter back, the longer the backswing. However, the speed of the stroke, not
the length of the backswing, determines the speed of the shot. The faster you move the putter

toward the ball, the stronger and farther the shot. You will need to experiment a few times before you learn this putting method.

With True Putt, any lateral movement of the mouse as you move the putter toward the ball does not affect the direction in which the ball travels. Assuming no obstacles or slope (not likely), only the direction in which the putter strokes the ball determines the ball direction.

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