S I E R R A ®

NASCAR Racing 2 Troubleshooting Guide
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SECTION 1 - HARDWARE REQUIREMENTS

REQUIRED	RECOMMENDED FOR BEST PERFORMANCE
486 DX/66	Pentium 90+MHz
16 MB RAM	4X speed CD ROM
2X Speed CD ROM drive	Local Bus or PCI Video
22 MB hard drive space-small install (44MB compressed)	98 MB hard drive space-full install (196MB compressed)
MS-DOS 5.0 or higher	Sound Blaster or 100% compatible
SVGA (640x480x256 colors)	SVGA (640x480x256 colors)
Mouse & Sound Card with DAC	

SECTION 2 - INSTALLATION PROCEDURES

Windows 95 Installation:
Insert the   NASCAR 2 CD into you CR-ROM drive and wait for the NASCAR 2 window to appear.   Click on Install.   If you do not have Autorun enabled, insert the CD into the appropriate drive, click on the Start button, then click on Run. In the text field, type the letter of your CD-ROM drive followed by :\SETUP.   Example: **D:\SETUP**.   Follow the on-screen prompts to complete the installation.   If you fail any of the tests, see SECTION 3 - COMMON INSTALLATION PROBLEMS.

After the installation has completed, you need to run the sound card setup.   Click on **Start,** then **Programs,** then **Sierra,** and click on the NASCAR Racing 2 Sound Setup icon.   If you need help setting up your sound card check   SECTION 4 -   COMMON GAME PROBLEMS AND QUESTIONS and look at sub-section B - SOUND ISSUES.

To play NASCAR 2 from Windows 95, insert the CD into your CD-ROM drive and wait for the NASCAR 2 window to appear.   Click on Run.   If you do not have Autorun enabled,   click on **Start,** then **Programs**.   Go to the **Sierra** program group and click on the NASCAR Racing 2 icon.

NOTE: NASCAR 2 may not play properly if any other programs are running in Windows 95.   Make sure no other programs are running, including screen savers and virus scanners BEFORE you start NASCAR 2.   If you have trouble installing NASCAR 2 under Windows 95, we recommend booting your system in MS-DOS mode and installing the DOS version of the game.

MS-DOS Installation:
Insert the NASCAR 2 CD into your CD-ROM drive and switch to the CD drive by typing the drive letter followed by a colon.   Example: **D:<ENTER>**.   Then type   **INSTALL** <ENTER> to begin the installation program.   Follow the on-screen prompts to complete the file installation.

Once the files have been copied the sound setup will automatically start.   If you need help setting up your sound card check   SECTION 4 -   COMMON GAME PROBLEMS AND QUESTIONS and look at sub-section B - SOUND ISSUES.

To play NASCAR 2 after you have installed the program, change to the NASCAR2 directory on your hard drive by typing **CD\NASCAR2** <ENTER>.   From the game directory, type **N2** <ENTER> to begin the game.

NOTE: You may also reconfigure your sound setup after you have installed the game.   To do so, type SETUP <ENTER>from the game directory.   Then follow the on-screen instructions.

SECTION 3 - COMMON INSTALLATION PROBLEMS AND QUESTIONS

Windows 95:
Problem: Your computer crashes during the hardware tests or fails one or more of the hardware tests, but you know you meet the minimum requirements for the game.
Solution: If the Hardware Test crashes, then re-run the setup program (you may need to restart Windows 95 first), skip the hardware test,   and install the game even though the test claims that you have failed.

Problem: Your computer fails the Sound Card test.
Solution: Your sound card may be incorrectly configured for DAC (Audio) or your sound card drivers may not be properly installed or configured. Make sure your speakers are turned on and run the Windows mixer program for your sound card so you can increase its volume levels for MIDI (music) and DAC (Audio).   Also check the Audio and MIDI settings in the Multimedia section of Control Panel. The Audio setting defines what driver will be used to produce digitized sound (DAC). Speech and sound effects in a game are usually DAC sounds. The MIDI setting indicates what driver is being used for music playback. The following examples are for the SoundBlaster 16:

AUDIO: SB16 Wave Out
MIDI: MIDI for Internal OPL2/OPL3 FM Synthesis

The names of the Audio and MIDI drivers will vary, depending on your sound card. However, they should be similar to these SoundBlaster 16 drivers. For complete information (including driver names and installation instructions) for Windows 95 drivers for your sound card, contact your sound card manufacturer.   For more information on sound setup, see SECTION 4 -   COMMON GAME PROBLEMS AND QUESTIONS and look at sub-section B - SOUND ISSUES.

Problem: I can't run Microsoft Internet Explorer since I installed NASCAR RACING 2. What's going on?
Solution: The Windows 95 installation of NASCAR 2 installs an older version of the WININET.DLL file.   There are a couple ways to fix this,.   You can reinstall your Web browser or use the Sierra Auto update to update the file.   To use the Sierra Auto update, initiate, your Internet connection and then click on Start, Programs, Sierra, and then Sierra AutoUpdate.

Question: What is TEN, and why would I want to install it?
Answer: TEN is the Total Entertainment Network. They have been chosen by Papyrus to provide the online service for the upcoming NASCAR Online Racing Series (NRO), formerly called the NRL. The Papyrus service called "Hawaii" is the prototype for the NRO. When NRO becomes available, you will be able to race against up to 40 other human drivers with your NASCAR 2 software. TEN has other online games and is available in both hourly and flat rate pricing structures. The pricing for NRO has not been announced yet.

Windows 95 and MS-DOS Installation:
Problem: Right after the installation, or when running the sound card   setup, you receive an error stating, "Cannot Load VGA graphics mode."
Solution: NASCAR Racing 2 requires VESA support in order to run.   This error message means that the game is not detecting VESA support.   Follow these steps to load the generic VESA driver that comes with NASCAR 2:

1. Insert the NASCAR CD-ROM into the CD-ROM drive.
2. At a MS-DOS Prompt, switch to your CD drive by typing the drive letter followed by a colon.   Example: **D:<ENTER>**.
3. Type   CD\NASCAR2 and press <ENTER>.
4. Type UVCONFIG and press <ENTER>.   Follow the on-screen prompts to install VESA support.

Problem: When installing the game, you receive the message "Error reading drive D". Message will vary depending on what drive you are installing from.
Solution: There are several factors that can cause a "read" error of this type. The most common is a dirty or scratched CD. You should check the CD to make sure that there are no smudges, fingerprints, scratches or cracks on it. If you see any smudges on the CD, clean it off with a soft cloth and try it again. If the disk is scratched, it will need to be replaced.

If cleaning the CD doesn't help, the problem may lie with the CD ROM drivers. When using Windows 95, use version 2.25 of MSCDEX in the C:\WINDOWS\SYSTEM directory. You should also check with the CD ROM drive manufacturer to make sure that you have the latest version of their CD drivers. Outdated or incompatible CD drivers can cause this type of problem.

If you need to replace your CD, replacement is FREE for the first 90 days of product ownership. After 90 days there is a $10.00 handling fee per program. Mail us the CD, a copy of your sales receipt dated within 90 days or the $10.00 handling fee, and a note detailing your computer hardware and the problem that is occurring. Please include your full name, mailing address, and daytime telephone number so we can contact you if necessary. We will then send you a replacement CD. The address is: Sierra On-Line Customer Service, PO Box 485, Coarsegold CA 93614-0485.

Question: Do I need the CD in order to run NASCAR RACING 2?
Answer: If you did a full install, you do not need the CD to run NASCAR RACING 2. When you do a minimal install, the game needs to read files from the CD.   Also, for multiplayer games, the machine that answers must have a CD.

SECTION 4 - COMMON GAME PROBLEMS AND QUESTIONS

This section is broken up into 9 additional sections.   Unless otherwise stated, the each issue applies to both the DOS and Windows 95   installation.

A. - VIDEO ISSUES
B. -   SOUND ISSUES
C. -   JOYSTICK ISSUES
D. -   GENERAL ISSUES
E. -   MULTIPLAYER ISSUES

F. - TRACK ISSUES
G. - DRIVER ISSUES
H. - PAINTKIT ISSUES
I. - RENDITION ISSUES

If you don't see your question listed in this document: Most difficulties with NASCAR 2, including lockups and Fatal or Panic errors can be resolved by simply running the game with a boot disk or a system disk.   Please see Section 6 and Section 7 for detailed boot disk instructions. Incompatible or outdated sound card and VESA drivers can also cause lockups and errors. You should make sure that you are using the latest versions of your sound card and video drivers. Contact your sound and video card manufacturers to obtain the latest drivers.   If you are experiencing problems in Windows 95, restart the computer in DOS mode and try running the game in that environment.

NOTE: Sierra Technical Support has limited information on NASCAR Racing 2 strategy and game play hints.   Some information in this section contains answers to some frequently asked questions.   For additional game-play information, Sierra recommends reading your game manual and investigating on-line forums that address game play.   The World Wide Web, CompuServe, and America On-Line all have active forums where you can obtain valuable information from your fellow drivers.   On the World Wide Web Sierra hosts a site where NASCAR players can trade information.   The URL is: http://www.sierra.com/messages/racing/

A.   VIDEO ISSUES:

Problem: When starting NASCAR 2, you receive an error stating, "UNIVBE Not Found" or when running the sound card setup, you receive an error stating, "Cannot Load VGA graphics mode."
Solution: NASCAR Racing 2 requires VESA support in order to run.   This error message means that the game is not detecting VESA support.   Follow these steps to load the generic VESA driver that comes with NASCAR 2:

1. Insert the NASCAR CD-ROM into the CD-ROM drive.
2. At a MS-DOS Prompt, switch to your CD drive by typing the drive letter followed by a colon.   Example: **D:**<ENTER>.
3. Type   CD\NASCAR2 and press <ENTER>.
4. Type UVCONFIG and press <ENTER>.   Follow the on-screen prompts to install VESA support.

Problem: NASCAR 2 locks up after the introduction.
Solution: Some computer have had a hard time playing the video file that runs during the introduction.   Instead of typing N2 to start the game, type NASCAR2.   This will bypass the introduction.

Problem: When trying to start NASCAR2, you get a black screen with no video graphics.
Solution: If this occurs in Windows95, try to install the DOS version.   If this occurs in DOS, try to reinstall the UNIVBE VESA driver from the CD-ROM of NASCAR 2.   To do this go to the NASCAR 2 directory in DOS.   If you need to get to the C:\ prompt just type **CD**<ENTER>.   After you get to the C:\ prompt type **CD\ NASCAR2**<ENTER>,   if the game is installed in DOS.   (Type **CD\SIERRA\NASCAR2**<ENTER> if the game is installed in Windows 95.)   Once you are in the NASCAR2 directory,   type **UVCONFIG**<ENTER>.   Follow the instructions on the screen for the UNIVBE VESA driver to install.   Start the game as normal.   If you still have trouble with the video or your computer does not support the UNIVBE VESA driver, then contact your computer manufacturer or your video card manufacturer for more help.   You may need updated video drivers, or a TSR program to obtain VESA support in DOS.

NOTE: If you have an ATI Mach 64   video card and you are having trouble with the video, there is a TSR program you can download from the ATI web site (www.atitech.ca).   This file will enable your system to show the graphics of the NASCAR2 game.   As of December 30, 1996, the TSR program is called 64VBE210.EXE

If you have a Matrox Millinnium video card and are having trouble with the video, there is a file you can download from the Matrox web site (www.matrox.com).   The file is called VBE11.ZIP and uses your Windows refresh rates in DOS applications.

You may also want to try using a third party VESA driver like the SciTech Display Doctor.   This is a shareware program that can be obtained from SciTech's Web site (www.scitechsoft.com).   This could update the VESA support for your video card and allow NASCAR 2 to run.

Problem: The graphics in the game are distorted or have lines running through them.
Solution: This problem is caused by one of three things:

- Memory conflict. Running the game from a boot disk should correct this problem. Use the appropriate instructions in Section 6 or Section 7. Also, in Windows 95, disable all background programs.
- Incompatible VESA driver. Make sure that you are using the VESA driver appropriate for your video card. Check your video card documentation for details.   NASCAR RACING 2 needs a VESA 2.0 compliant driver.
- Incompatible mouse driver. Some DOS mouse drivers don't handle VESA (SVGA-resolution) applications well. Try switching to a Microsoft or Logitech mouse driver. Sierra recommends Microsoft 9.01or higher, or Logitech 6.1 or higher.

Question: How do I see the frame rate counter described in the manual?
Answer: Unfortunately, the frame rate counter didn't make it into the final release.

Question: How can I check my frame rate?
Answer: Turn on all the graphics except for one, which is set to auto.   You can choose any texture you like, but it should be one that is easy to spot when it turns on or off.   Now set the min/max frame rate for auto textures to bracket the frame rate.   Run some laps and see if the texture turns on and off.   If the texture is always on, the numbers you picked were too low, vice versa if it is always off.   Keep narrowing the range of min and max until you have narrowed the range to 1. That number is your frame rate.

Problem: I run in VGA mode, but every time I start a race, the screen is in hi-res mode. How can I set this permanently?
Solution: Make the change to VGA mode from the main menu instead of the race menu, the screen resolution will stay in VGA mode.

Question: How do I take a screenshot in NASCAR RACING 2?
Solution: Press the \ (backslash) key. This will create a SS****.PCX file in the NASCAR2 directory.   Each time you press it, the numbers increment, so you can do multiple shots in a session.   Be careful, as the files are quite large (300K in SVGA mode) and can use up disk space quickly.

B. SOUND ISSUES

Problem: When running NASCAR 2 though Windows 95, I don't hear any sound.
Solution: Make sure to run the sound card setup program after installing.   Click on START, Programs, Sierra, and then "NASCAR Racing 2 Sound Setup."

Problem: I'm having problems setting up the sound card in the sound card setup.
Solution: The first step in setting up the sound is to check the **BLASTER** line in the set command in DOS.   To do this, type **SET** at a DOS C:\ prompt.   If you need to get to the C:\ prompt just type **CD\<ENTER>**   Once at the C:\ prompt, type **SET** and look for a line that says **BLASTER=**   This line represents the settings at which your sound card emulates a sound blaster sound card.   Most systems will have the following: **BLASTER=A220 I5 D1**.   A220 is the port address. I5 is the IRQ setting, and D1 is the DMA setting.   Once you have found this line, you will want be ready to set up the sound in the NASCAR2 sound setup.

 NOTE: If you cannot find this BLASTER= line in the set command within DOS, then this means you probably don't have any real mode sound drivers loaded in DOS.   It would be best to contact the computer manufacturer to have them help you load the sound drivers for your sound card in DOS.

You can get to the sound card setup in DOS by typing **C:\NASCAR2 <ENTER>** then type **SETUP <ENTER>**   In Windows95,   you can enter the sound card setup by clicking on **Start,** then **Programs,** then **Sierra,** and then the NASCAR Racing 2 Sound Setup icon.   Once in the Sound Setup try to auto detect the sound card.   If this locks up the
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system, reboot the system and return to the sound card setup.   Manually set the sound card settings according to your settings that you found in the **BLASTER=** line within the set command in DOS.   The two most common sound card settings are either Sound Blaster MONO or Sound Blaster PRO MONO.   After choosing the sound card you need to enter the port address, IRQ, and DMA.   If you are still having trouble finding the sound card settings, check your sound card documentation, (or check with the manufacturer if you need further assistance).   EXAMPLE: A Sound Blaster sound card will usually set up in the game as a SOUND BLASTER MONO,   ADDRESS=220,   IRQ=5, and DMA=1.

NOTE: Most sound cards are somewhat compatible to a Sound Blaster sound card.   If your sound isn't listed specifically as an option, try using the SOUND BLASTER MONO option and the following settings: ADDRESS=220, IRQ=5, and DMA=1.

If you continue to have problems, contact your hardware manufacturer or check you documentation for the optimum settings for your sound card for a DOS game.

Problem: I am having trouble getting sound with an Interwave sound card (comes with some Compaq computers).
Solution: NASCAR 2 is a DOS4GW game.   These games require low IRQ's to produce sound.   Currently, the Interwave and Gravis PnP cards, and any other sound card with an Interwave Chip use IRQs 10,11,12, and 15 in Windows 95. Because of this, it is unlikely that you will hear sound in NASCAR 2.   For more information, please check with your hardware manufacturer.   Here are two things to try in the meantime:

1. Use the SOUND BLASTER MONO option in the sound card setup with the following settings: ADDRESS=220, IRQ=5, and DMA=1.

2. Reset, the ULTRASND environment variable to lesser IRQs just before you run the DOS installation of NASCAR 2. Example: C:\SET ULTRASOUND=220,5,7,5,5

Problem: When running the game, I get no sound and/or music.
Solution: If your sound card is configured properly then this can be caused by either insufficient free memory or incorrect sound settings in the program.   To ensure enough free memory for the game, make a boot disk with the instructions in Sections 6 or 7.   If playing in Windows '95, use the boot disk to play the game in DOS mode.   If this does not correct the problem, check the sound card setup.   Run SETUP in the \NASCAR2 directory and follow the on-screen instructions.   In many cases of problems with Sound Blaster-compatible sound cards, running with the game set to Microsoft Sound System mode can help.   Check your sound card documentation to see if it supports Microsoft Sound System.

NOTE: Some sound drivers do not support sound correctly when running DOS applications under Windows 95. This usually occurs when the sound card is not directly supported by Windows 95.   Common symptoms of this are lockups or simply no sound. You should be able to get around this by restarting your computer in MS-DOS mode (with a boot disk, if necessary) and running the game from DOS.   If you continue to experience problems with sound after booting from a boot disk, check your sound card documentation to make sure that you have all of the necessary lines in the CONFIG.SYS and AUTOEXEC.BAT files, or contact your sound card manufacturer for details or information on updated Windows 95 drivers.

Problem: While playing the game, the sound slows down or drops out or the video sequences become choppy and slow.
Solution: This is usually caused by insufficient available memory. Running the game from a boot disk should correct this problem.   Use the Section 6 and Section 7 in this document to create a boot disk.   If you are running in Windows 95 make sure no other applications are running.

C. JOYSTICK ISSUES

Problem: The wheel/yoke/joystick will not calibrate in NASCAR2 when running from WIN95 version B.   To check to see what version of WIN95 you are using go to Start, Settings, Control Panel, and select the System icon.
Solution: There is a patch that will upgrade NASCAR2 to version 1.03 that should solve the problem.   See SECTION 5 for patch information.

Problem: When selecting a menu item, the item goes gray but nothing happens or when calibrating the joystick/wheel/yoke, nothing happens. Often the X-axis and Y-axis numbers are -1 and -1   (Window 95 Installation).

Solution: Click Start, then Settings, then Control Panel.   Double-click the joystick icon   and try calibrating your joystick/wheel/yoke.   If problems persist, then uninstall the Windows 95 installation of NASCAR 2 and try installing NASCAR 2 in DOS only.   See SECTION 2: INSTALLATION PROCEDURES for help installing NASCAR Racing 2.

Problem: When selecting a menu item, the item goes gray but nothing happens or when calibrating the joystick/wheel/yoke, nothing happens. Often the X-axis and Y-axis numbers are -1 and -1   (DOS Installation).
Solution: NASCAR Racing 2 has a problem with multiple (two or more) game ports (joystick) being active at the same time. The best solution for this problem is to make sure that only one of the game ports is active. This involves either a hardware or software setting that disables the port. These game ports may be on sound cards, game cards, or hard-wired to the motherboard. Instructions for disabling the game port may be found in the manuals for the sound card, game card, or computer manual or by contacting the manufacturer of the hardware.

Problem: Having trouble calibrating the wheel/yoke/joystick.
Solution: Follow the steps below to calibrate the joystick:

1. If   you are playing NASCAR 2 in Windows 95, make sure the wheel/yoke/joystick is calibrated in the Windows 95 calibration routine before calibrating in NASCAR 2.   Select Start, Settings, Control Panel, and Joystick.   If you have a wheel or yoke steering device, then choose Custom for joystick selection.   Make sure it is set to 2 axis, 2 button and that it is set to "A Race Car controller."   Follow the instructions provided by Windows 95 in the Calibrate function. Then use the "Test" function to ensure the calibration in Windows95.   If you have a joystick, make sure it is set to 2 axis, 2 or 4 button joystick (whichever applies to your brand and model of joystick) in the joystick selection of Windows 95.   If you are playing NASCAR 2 in DOS, just calibrate the wheel/yoke/joystick in the Options/Control screen.
2. Enter the NASCAR 2 game and select OPTIONS from the Main Menu and press <ENTER>
3. Select CONTROLS and press <ENTER>
4. Select CALIBRATE JOYSTICK 1 and press <ENTER>
5. Push the joystick left, right, up and down. (Note: On wheels "steer" left and right. Then press the "accelerator" down and back up and then do the same with the "brake" to calibrate.)
6. Press <ENTER>

   1. Once the joystick/wheel/yoke is calibrated, go up to the "SET CONTROLS" on the same "Controls" screen.
   2. Go through each of the controls and set them according to how you would like to manipulate your joystick/wheel/yoke to operate the vehicle in NASCAR 2.   For instance, click on "steering" and hit <ENTER>. Next you would turn the wheel left then right.   It will recognize that you are setting this control and the steering information "box" will disappear from the screen.   Next you would select "acceleration" and proceed to "set" the "accelerator" accordingly. Now the accelerator is "set" and the "brake" is set the same way.   Shift up, shift down, and reverse can be whatever button or lever you assign to do that task.   Remember the process is to select the control and hit <ENTER>.   Next assign a button or movement to the control with your wheel/yoke/joystick.   Then when the button or movement is recognized the information "box" will automatically disappear from the screen and the control will be "set."

Question: What happened to the setting for linear vs. non-linear steering?
Answer: This setting is now two radio buttons called Joystick/Keyboard and Wheel in the Control settings. Joystick is non-linear and Wheel is linear.

Question: What is the difference between Joystick and Wheel in the control settings?
Answer: The Joystick mode is non-linear steering.   Moving the joystick when you are near the center will cause small changes in the steering input, while the same degree of movement will have a large change when you are near the limits of travel.   This allows for more precise steering when used with a joystick, however some people like to use this mode for wheels as well.   The wheel setting is more like a typical car where the steering input is linear across the entire range of travel.

D. GENERAL ISSUES

Problem: NASCAR 2 won't install in Windows 95.
Solution: If you have other programs active in Windows 95, it is possible that one or more of the programs will interfere with the installation of NASCAR 2. Make sure no other programs are running, including screen savers and virus scanners BEFORE you install NASCAR 2.   If you continue to have trouble installing NASCAR 2 under Windows 95, we

recommend making a boot disk (see Section 6 and Section 7) and rebooting your system into MS-DOS mode. Then install the game following the DOS Installation instructions in Section 2 of this document.

Problem: When you start NASCAR Racing 2, you receive an error message indicating insufficient memory.
Solution: NASCAR Racing 2 requires 16MB RAM.   To free up memory for the game, create a boot disk by using the manual boot disk instructions in Section 6 or Section 7.

Problem: When I start the game, the program crashes with a DOS/4GW error and/or large sized text fills the screen.
Solution: This is caused by a memory conflict, usually with a memory manager (such as EMM386, QEMM, etc.).
Running the game from a boot disk will usually correct this problem.   Please see the boot disk instructions in Section 6 or Section 7.

Problem: "EMM386 Error 12 ... " The error number may vary.
Solution: This is caused by a memory conflict, usually with a memory manager (such as EMM386, QEMM, etc.).
Running the game from a boot disk will usually correct this problem.   Please see the boot disk instructions in Section 6 or Section 7.

Problem: When I stop in the pit, the pit crew does not respond by changing tires, refueling the vehicle, and making any requested changes to the vehicle setup.
Solution: This problem is usually a matter of using the wrong key to stop the car in the pit. In order for the pit crew to "come over the wall" and begin to work on the vehicle, you need to be sure that you are using the BRAKE key to stop the vehicle in the pit stall. Using the REVERSE key will not work.   Make sure to stop the vehicle at the sign the pit crew holds up in front of your vehicle.

Program: Can't find the frame rate in the game.
Solution: This is a misprint in the NASCAR 2 manual.   There is no way to actually see the frame rate the game is using.

Problem: Can't save in the championship mode of the game.
Solution: The original release of NASCAR 2 does not have an option to save during a race.   There is a patch that will upgrade NASCAR2 to version 1.03 that will add this feature.   See SECTION 5 for patch information.

Problem: Can't load car setups.
Solution: In the game, go to a Qualification or a Race.   Then you can choose the car setup you wish to use in the game.

Question: How do I save a setup?
Answer: Click on the setup name field.   Type in a new name and press the <Enter>.   Now click on the Save button at the bottom.

Question: How do I load a saved setup?
Answer: Click on the down arrow button next to the setup name.   Click on the setup name that you want to load.

Problem: I saved a setup, but I can't get it back.
Solution: If you do a minimal install, the program looks for setups on the CD-ROM instead of the hard disk. Your setups need to be saved on the hard disk.   If you do a full install, you will be able to retrieve your saved setups.   If you apply the new patch that upgrades NASCAR2 to version 1.03 then you will be able to save car setups on a minimum install. See SECTION 5 for patch information.

Problem: I don't have the space for a full install, how can I get around the setup problem?
Solution: This workaround has worked for some users: open the CD-ROM drive before entering the setup screen. The game will try to look for setups on the CD, and then default to the hard disk. Make sure you put the CD back in afterwards.

Problem: I downloaded some setups and installed them on my system but now I can't load them. What happened?
Solution: Make sure you did a full install. If you did a full install and still can't see them, you might have copied them into one of the night race directories (NBRISTOL, NCHRLTTE or NRICHMND). The night races load and save setups in the same directory as the day race for the same track.

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Problem: Every time I start to qualify or race, the Easy setup is loaded. How do I get my setup to load?
Solution: Above the setup field are two fields called **Qualify** and **Race**. The setup specified in **Qualify** is automatically loaded each time you start a qualifying session and likewise the **Race** setup is loaded when you start a Racing session. Click on the down arrow next to these fields and select the setup you want to load automatically for the session. If you have ever forgotten to load your race setup after qualifying, you will appreciate this feature.

Problem: There are no qualifying setups for some tracks.
Solution: If you use the Windows 95 install program, it fails to copy over qualifying setups for some tracks. You can copy them directly from the CD, there is no compression scheme being used. Be sure to change them to read/write status of the file if you want to modify them. To do this with Windows Explorer, right click on the file and click Properties.

Problem: Why is my LF camber showing up as -2.50?
Solution: There is a problem in the setup screen. If the LF camber is set to 0.00, it shows up as -2.50 when you go to the setup screen. The screen displays the wheel in the upright position though. If it concerns you, adjust the camber to -0.10 or +0.10 and the problem should go away.

Problem: When I make certain adjustments in the setup screen, the weight distribution is incorrect.
Solution: Certain combinations of adjustments seem to change the weight jacking numbers. Adjusting the rear bias up or down and then back seems to clear it up.

Question: How do I adjust the tire stagger?
Answer: You are not allowed to adjust tire stagger in NASCAR Racing 2. This was a result of Bobby Labonte's input. Goodyear brings one type of tire with a fixed stagger setting for all the WC teams.

Question: How do I adjust the front air dam?
Answer: You can't adjust the front air dam in NASCAR Racing 2. NASCAR rules regulate the height of the air dams to maintain parity between the different car makes.

Problem: How do I adjust the fuel level?
Solution: You can only adjust fuel level during testing sessions. You always qualify and start the race with 22 gallons of fuel, just like the real WC teams. The fuel load is part of the weight calculations included to bring the car up to 3,500 pounds. In fact, beginning in the 1997 season, the weight of the driver will be included in the calculations.

Problem: You want to create a new Car Set.
Solution: The NASCAR Racing 2 Paint Shop allows you to create a customized car that you can change in many ways. It has the ability to change the exterior paint and the team suits of the drivers. Car Sets can then be loaded from within NASCAR Racing 2. A set can store different collections of opponent cars, or contain several different paint schemes for your own car. To create a new car in the "Paint Shop" there is a full set of instructions within the NASCAR 2 manual starting on page 67.

E. MULTIPLAYER ISSUES

Problem: When playing a multiplayer game, the dialup machine hangs on certain tracks?
Solution: If you set maximum opponents to 39 and race on any track that allows 39 cars on the track, the dialer will likely hang. You'll also see an extra car when you go the F2 standings. A workaround for this is to set the maximum opponents to 38 or install the patch that will upgrade NASCAR2 to version 1.03 which should resolve many multiplayer problems. See SECTION 5 for patch information.

Problem: My machine locks up when I exit the race weekend. How can I avoid this?
Solution: When the dialup exits the race weekend, a dialog box pops up with the question, "OK to leave race weekend?" If the player on the answering tries to exit while this dialog is up, the dialup machine will lock up. The easiest way around this problem is to make sure the player on the answering computer exits first.

Problem: NASCAR 2 won't recognize or allow me to choose the COM port that my modem is on.
Solution: This seems to happen with modems that use virtual COM ports created by plug and play modems. These virtual COM ports do not exist in DOS and will not be seen by NASCAR 2 since it is a DOS game. We are currently investigating this issue. For now we recommend contacting your modem or computer manufacturer for information on running your modem in DOS mode.

Question: How do I chat during a modem session?
Answer: The chat feature is in the multiplayer screen.   After you have hooked up a network or modem game, the Chat feature is in the Connect option of multiplayer mode.   Chat can be used with the function keys (F1, F2, etc.)   There are preset words in the file, however you can change the preset words you send by editing the text file, AUTOCHAT.MSG. To do this in DOS, change to the c:\NASCAR2 directory in DOS, and type EDIT AUTOCHAT.MSG <ENTER>.   You can edit the words (up to 10) and then use the ALT F and X keys to exit the file. (Make sure to save the changes.)

Question: I can't type anything in the chat screen, how do I get it to work?
Answer: You have to click on the area to the right of the little L bracket in the chat screen with the mouse. Once it activates the chat text window, type a message.   The other player won't see your messages until you press <Enter>.

Problem: When I start a multiplayer race, sometimes I start the race in the middle of an AI car?
Solution: There's a problem that sometimes puts the dialup car inside of an AI car on the grid.   There is a patch that will upgrade NASCAR2 to version 1.03 that should solve this problem.   See SECTION 5 for patch information.

Question: How can I use Arcade mode in Multiplayer?
Answer: There is a patch that will upgrade NASCAR2 to version 1.03 that will allow you to use Arcade mode in a multiplayer game.   See SECTION 5 for patch information.

Problem: How do you get DSVD to work with Multiplayer?
Solution: Try to use the following initialization string:

AT&F1^M~~~&K0-SSE=1^M

You can't switch to a data connect from a voice connect, you'll need to have the modem dial and then pickup to make the voice connection.   Some customers have   reported that the Hayes modem would not connect via DSVD successfully because of the maximum 19.2Kb setting in NASCAR RACING 2. You can try editing the Phone book files in the game directory (.MDL or .MD1 files).   There you can change the BAUD= line to equal 38400.

Problem: How can everyone get their own car in a multiplayer race?
Solution: The MULTI car list is the only list allowed in the multiplayer race. The order of the cars in the MULTI list is very important. Start with a clean car list and then add the first player's car, then the second player's car, third, etc. Finally, add the AI cars that you want to race. Each machine must have a copy of all the cars that are in the list, i.e. they must have a .CAR file that matches the driver's name.   Some users will notice that some of the driver names and cars to not matchup properly.   There is a patch that will upgrade NASCAR2 to version 1.03 that should solve this problem.   See SECTION 5 for patch information.

F.   TRACK ISSUES

Question: Why aren't Daytona and Indianapolis included?
Answer: Sega licensed the exclusive rights to the name and likeness of the Daytona track for use in their video games. This means that no other company is allowed to use the name or track likeness in a game. The license is up for renewal in April 1997, and you can bet that Papyrus is working as hard as it can to be allowed to use the most famous stock car venue in the world in the game.

Problem: Have the tracks in NASCAR Racing 2 been changed?
Solution: All of the tracks had a graphics facelift.   Five tracks have all new physics models as well: Darlington, Dover, Talladega, Phoenix and Watkins Glen.

Problem: The AI cars are too fast or slow at certain tracks. I can't change the AI strength in a championship season, and I want to be competitive on those tracks. What can I do?
Solution: There are two values in the track files that alter the basic AI strength. You can edit the files in your text editor, such as EDIT or NOTEPAD.   For example, if the AI is too fast at Watkins Glen, edit the WATGLEN.TXT file in the WATGLEN directory.   If the AI is out-qualifying you, modify the number on line that starts with "BLAP". The value is in thousandths of a second, so a value of 30450 is 30.450 seconds.   If the AI is too fast during the race, you can alter the line that starts with "RELS".   This value represents the relative strength of the AI at that particular track in percent.   Smaller numbers will make them slower, larger numbers will make them faster.   Please note that edited tracks are not supported by Technical Support

Problem: How do I remove the restrictor plate at Talladega?
Solution: Edit the TALADEGA.TXT with EDIT or NOTEPAD. Find the line that starts with "SPDWY" and change the first number from 1 to 0.   You will also want to update the RELS number (see above) to reflect the faster speeds you're running.   Please note that edited tracks are not supported by Technical Support.

Question: Why are my average lap speeds so far off from NASCAR RACING?
Answer: Papyrus adjusted the length they were using to calculate average lap speeds on several tracks.   Also, consider the effect that weather has on engine output (warmer weather = less horsepower).

G.   DRIVER ISSUES

Question: How do I change my car make?
Answer: Select your name from the Driver list, select "Info" and then click on the car logo below and to the right of your car image. Don't forget to save the car when you're done.

Problem: I created my own Driver info, and removed "The Player" from the list, but now I'm driving someone else's car.
Solution: You always drive the car that is first in the list.   If you want to change your car, you either have to: Copy or modify the T_PLAYER.CAR file; delete all the drivers from a list and add yours first; or start a new list.

Question: How do I load new cars that I download?
Answer: If you downloaded a .CAR file, you can just copy the car into the CARS directory. If this is a replacement for an existing car, that's all you have to do. If this is a new car you have to add it to a list. Run NASCAR 2, go to Driver Info, and you should see the new driver in the left-hand list. Select the car and press the right arrow to add it to the current list. If you downloaded a .PCX file, you'll have to import the car, see Section H for help importing a car.

Question: I want to drive one of the other cars in the list. How can I do that?
Answer: The easiest way to do it is to create a new list.   The car you drive is always the first car in the list.   The game automatically places the "player" car first in a new list, so delete that car.   Add the car you want to drive to the list first. Now added the rest of the cars in the order you prefer the drivers to appear. The drivers at the end of the list are the first ones that get dropped at the tracks where there are fewer cars.   If you install the patch that upgrades NASCAR2 to version 1.03 then there was a new added feature that allows the user to easily .   See SECTION 5 for patch information.

H.   PAINTKIT ISSUES

Question: How do I export a car from NASCAR RACING 2?
Answer: From the Driver Info screen, select the driver and then select "Info". Now select "Paint Car" and go to the detail screen. Select "Export" and the car will be exported into the NASCAR 2 directory with a filename consisting of X, followed by the first initial of the driver, underscore, and then the first 5 letters of the last name. The player's car is exported as "XT_PLAYE.PCX".

Question: How do I import a car to NASCAR RACING 2?
Answer: Just like with exporting, the program looks for PCX files in the NASCAR 2 directory under filenames that start with X, followed by the first initial of the driver, underscore, and then the first 5 letters of the last name. The player's car is imported from "XT_PLAYE.PCX".

Problem: When I import a file, I get the error message "Palette Corrupt".
Solution: Export a car from NASCAR RACING 2. Copy just the car image of your new car, but not the surrounding magenta or the color bar at the bottom. Paste in place of the car from the freshly exported car image. Now save the file back under the desired filename. You may have to adjust the body panel colors again. It's a good idea to keep a safe copy of your original car around for just this purpose. Export it from NASCAR RACING 2 and rename it for safe keeping.

Problem: When I import a car file, the colors are all messed up. What's going on?
Solution: NASCAR RACING 2 only allows you to use about 150 colors from the 256 color palette to paint your car. When you convert the car from a 24-bit image to an 8-bit image by loading the NASCAR RACING 2 palette, the paint program will often use some of those colors that are considered off-limits.   These colors come through transparent, so that whatever image is underlying when you import the car comes through.

I.   RENDITION ISSUES:

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Question: Why can't I run the Rendition version on my 3D card?
Answer: The Rendition version of NASCAR Racing 2 is a 3D accelerated version of the game that was written specifically for the Rendition Verite' 1000 chipset.   Currently, there are four video boards on the market based on this chipset: Sierra On-Line's Screamin' 3-D, Canopus's Total 3D,   Creative Lab's 3-D Blaster, and Intergraph's Reactor. If you do not have one of these boards, you cannot use the Rendition version of NASCAR RACING 2.

Question: Does Papyrus plan to make a version of NASCAR RACING 2 that works with my 3D card?
Answer: We currently do not have plans to make other 3D versions of NASCAR Racing 2.   Unlike Windows 95, it's a fairly big job to add support for different video chips in a DOS program.   In the future, Papyrus will consider using Windows 95 Direct 3D, which was not available at the time that Papyrus began the NASCAR 2 project.

Question: Do I have to run UNIVBE or a different VESA driver to use Rendition?
Answer: No, the Rendition version does not use VESA 2.0, but instead goes straight to the hardware using the Speedy 3D API library written by Rendition.   Even if you use the SVGA version, the Rendition boards support VESA 2.0 directly, so UNIVBE won't be of any help.

Problem: Why doesn't the NASCAR RACING 2 Rendition version perform as well as the INDYCAR RACING 2 Rendition version on my machine?
Solution: Make sure you are using the DMA version.   You can either use NASREND with the DMA switch, or run the batch file RENDDMA.   NOTE: Not all computers support the DMA standard.   If you have problems with this version use the standard Rendition version (just plain NASREND).

Problem: My frame rate is still not that great. What else could be wrong?
Solution: The screen that shows split times (F2 and press <Enter>) will slow down the Rendition version dramatically. Keep the F2 screen up and only occasionally press <Enter> to get the instant readout.

Question: Why doesn't the NASCAR RACING 2 Rendition version look as good as the INDYCAR RACING 2 Rendition version on my machine?
Answer: Papyrus didn't enable anti-aliasing in NASCAR 2, so things like the pit walls don't look as smooth as in ICR2.

Problem: The program stalls every time a texture gets turned on or off by the auto graphics. How can I avoid this?
Solution: Automatic textures just don't work well in the Rendition version.   You should set the textures so that you get an acceptable frame rate all the time instead.   This may vary from track to track, so familiarize yourself with the hotkeys for turning on and off the various textures.

SECTION 5 - PATCH VERSIONS

A. PATCH FIXES (1.02)

SAVE RACE: When you leave a race session, you will now be prompted to save the race.   This prompt will only appear if you have qualified, or if you have run 3 or more laps of the race. You may not save multiplayer races.

AI: Atlanta AI pitting would not pit in their pit window.   They would fake like they were going into the pit then come right back onto the track.

AI: Now, the AI should not collide with your car in the pits.   The cars may still go right through you, but they will not cause any damage.

PACELINE CHEAT PROBLEM: We removed the ability to cheat by crossing the start/finish line, then backing over it while pacing.   If you did this, you could then pass all the cars to gain position.

MULTIPLAYER: 39 players are now allowed in multiplayer.   This enhancement was made to accommodate the needs of the NASCAR Racing Online Series.

MULTIPLAYER: Multiplayer car assignments are now correct.   The server will be assigned to the 96 car, and all

joining clients will be assigned to cars in order of joining the race.

MULTIPLAYER: When the server leaves the race, the client will be exited from the race.

MULTIPLAYER: We fixed the problem which could cause client cars to be placed in the wrong position on starting grid.

IPX NETWORK PROBLEM: Fixed situation where sometimes a user could not connect when the server was on Race Weekend screen.

ARCADE MODE: Arcade mode has been added to multiplayer racing.   You can select Arcade or Simulation mode in your Multiplayer Race Options screen.

ARCADE MODE: Records set in Arcade mode will no longer register on your player track record.   Since it is easier to drive in Arcade mode, it wouldn't be fair to compare Arcade times to Simulation times.

RENDITION 4-bit GRAPHICS OVERRIDE: If you have 16 MB of ram and you are using the Rendition specific .ex, you may wish to use the 4-bit track textures.   To use, start the game by typing   NASREND -4 <Enter>.

CAR SETUP: The limits of some of the settings in the car setups are no longer incorrect.

CAR SETUP: All the car setup files will now be available.   Previously, if you used the minimum installation, you could not access any setup files you saved as well as some of the setups provided by the game.

ENTRY LISTS: We now allow 128 cars in "All Drivers" display for entry list screen.   Previously it was limited to 60 cars displayed.

ENTRY LISTS: You may now use keyboard controls to manipulate items in entry lists:
        Swap items in player's entry list   < > keys
        Delete an item from entry list   DELETE key
        Erase a .CAR file   DELETE key (if selected item was in all drivers list)
        Sort entry list alphabetically   A key
        Sort entry list by car number   S key

CHAMPIONSHIP SEASON: The championship season win screen will only appear if you have won the entire season, not just the last race.   The screen has a small graphic problem that has been fixed.

CHAMPIONSHIP SEASON: Game will no longer crash if you select a completed season when resuming a saved season.

DARLINGTON CHAMPIONSHIP SEASON RACE LENGTHS: The second race at Darlington was not the correct length.   The second race was always the same length as the first.

Win 95 B JOYSTICK PROBLEMS: Users of Windows 95 B using FAT32 should no longer have trouble recognizing the joystick or wheel/pedals in the game.

Cyrix and 486 JOYSTICK PROBLEMS: We have lessened the twitchiness in the steering on these systems.   Some problems still persists, but it is significantly less.

B. PATCH FIXES (1.03)

There were several bugs introduced by the first patch release.   The following bugs have been fixed from that release.

JOYSTICK: There was a twitching or pulling when driving that was fixed.

NIGHT CHARLOTTE: A green line appeared around the outside of the screen at this track.   It occurred most frequently in low-res.

DATES: The dates for races were in European format causing problems with the calendar.

STANDINGS: Some of the headers on standings saved to disk were in the wrong order.   They now appear correctly.

C.   DETERMINING YOUR VERSION OF NASCAR2

There are currently three versions of NASCAR 2. Please make sure you are using the correct patch for the version of NASCAR Racing 2 installed on your system.

If you have version 1.00 then you need the patch N2PAT0.EXE
If you have version 1.01 then you need the patch N2PAT1.EXE
If you have version 1.02 as applied by the previous patch then you need the patch N2PAT2.EXE

There are four different ways to determine the version number that you have.

1.   Look at the inside ring of the CD for the s-ring number.   In the silver ring around
the middle of the CD, you will find a number that begins with the letter S.

If your number is s553430, you have version 1.00.
If your number is s553431, you have version 1.01.

2.   While in Windows 95, insert the NASCAR Racing 2 CD into your drive. 2.   When the Autoplay screen comes on, click on the Install button.   When the Sierra Installation screen comes on, Right Click anywhere on that screen.   The version of the file SETUP.EXE will appear.   If SETUP.EXE is 3.2.2.0, you have version 1.00 of NASCAR Racing 2. If SETUP.EXE is 3.2.2.1, you have version 1.01 of NASCAR Racing 2.

3.   Insert the CD into your CD ROM drive.   Go to a DOS prompt and type D:\ <Enter> where D: is your CD ROM drive letter.   Type DIR and press <Enter>.   Look for the SETUP.EXE file and check the date to the right.

If you have version 1.00, the date will be 11/6/96.
If you have version 1.01, the date will be 11/27/96.

4. If you installed the previous NASCAR 2 patch then you currently have version 1.02.

D.   PATCH INSTALLATION

NOTE: This patch should only be used on a Complete Installation of NASCAR Racing 2.

1.   Switch to the directory where the patch is located.

2.   Type the name of the patch file and press <Enter>. This will extract 7 files, one of which will be README.BAT.

3.   Type README and press <Enter> for further instructions (the instructions will be different depending on which patch you are applying).

E.   PATCH INSTALLATION PROBLEMS AND QUESTIONS

Problem: "Error ept0015: Old File does not exist" and the previous line reads "Applying MODIFY File Patch for 'NASCAR2.EXE'"

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Solution: This indicates that the patch is not running from the \NASCAR2 directory.   Please copy the patch files into the directory that contains the NASCAR2.EXE file.

Problem: "Error ept0015: Old File does not exist" and the previous line reads "Applying MODIFY File Patch for ATLANTA.DAT".

Solution: This indicates that the incorrect patch is being applied or the minimum install of NASCAR2 is being used instead of the complete installation.   In either situation, the new features such as the SAVE GAME will have been completed, while the specific track updates for Atlanta, Ncharlotte, and Bristol have not.   If you are using the minimum installation then reinstall NASCAR2 using the complete installation then reinstall the patch.   If you are already using the complete installation then obtain and try applying the other version of the NASCAR2 patch.

Problem: "Error ept0036: Old file not found. However a file of the same name was found. No update done since the file contents do not match."   The previous line reads "Applying MODIFY File Patch for ATLANTA.DAT".

Solution: This indicates that the incorrect version of the patch is being applied.   The new features such as the SAVE GAME will have been completed, while the specific track updates for Atlanta, Ncharlotte, and Bristol have not.   If this still doesn't help, then obtain and try applying the other version of the NASCAR2 patch.

Problem: "Error ept0036: Old file not found. However a file of the same name was found. No update done since the file contents do not match."   The previous line reads "Applying MODIFY File Patch for ATLANTA.TXT".

Solution: This indicates that the ATLANTA.TXT file has been previously edited either manually or automatically by an unsupported NASCAR2 utility. Try restoring the original ATLANTA.TXT file from the NASCAR2 CD.   Go to Windows Explorer and copy the ATLANTA.TXT file from \TRACKS\ATLANTA\ on the CD and paste it to \NASCAR2\TRACKS\ ATLANTA\ on your hard disk.   Choose 'Yes' to overwrite the existing file, then reapply the patch.

Problem: "Error ept0036: Old file not found. However a file of the same name was found. No update done since the file contents do not match."   The previous line reads "Applying MODIFY File Patch for NASCAR2.EXE".

Solution: This indicates that the incorrect version of the patch is being applied or you are NOT running the patch from the \NASCAR2 directory.   Please see Section C for installation instructions.

Question: My computer has the complete installation of NASCAR2 and I am using the proper version of the patch, however the patch still won't install.   What can I do?

Answer: The patch installation may not work properly if you have previously installed any utilities that are not supported by Sierra.   We recommend that you delete and reinstall NASCAR2 before applying the patch.

SECTION 6 - WINDOWS 95 BOOT DISK INSTRUCTIONS

IMPORTANT NOTE: Please read the entire instructions prior to starting.

STEP 1 - FORMATTING THE DISK
To make a boot disk, you must system format a high density diskette in the A: drive. This procedure will transfer the "system files" to the disk and allow the computer to boot up correctly. The disk must be in the A: drive; the computer will not boot from the B: drive.

To format a disk in Windows '95, insert the disk, open **My Computer**, then right click on the **A:** icon. From the menu, select **Format**. Under "Format type" select **Full**; under "Other options", choose **Copy system files**. Click on **Start.**

After the disk is formatted, you must copy the MSDOS.SYS file from the hard drive to the floppy disk. To do this, leave the floppy disk in the drive, open **Windows Explorer** and find the MS-DOS.SYS file in the root of the C: drive. Right click on the file, then select **Send to** from the pop-up menu. Send the file to the A: drive.

NOTE: If you don't see the MSDOS.SYS file in Explorer, the file is hidden. To make the file visible, select **View, Options,** then **Show all files**. If you do not wish the hidden files to remain visible, you can hide them again after you've made the boot disk by choosing **View, Options, Hide files of this type**.

When this has been completed, leave the disk in the drive and restart the computer by clicking on **Start, Sh<u>u</u>t Down, Restart the Computer.** When Windows 95 is restarted, start NASCAR Racing 2. If the CD-ROM and/or the sound card does not work then it/they may not be completely supported by the Windows 95. You should try making a DOS mode Boot disk and running the game via DOS.

STEP 8 - REBOOT THE COMPUTER AND START THE GAME
Leave the disk in the drive and restart the computer by clicking on **Start, Shut Down,** and then **Restart the Computer**. Once the computer has rebooted off the boot disk, Click **Start, Programs, Sierra,** and then **NASCAR Racing 2**.

SECTION 7 - DOS BOOT DISK INSTRUCTIONS

IMPORTANT NOTE: Please read the entire instructions prior to starting at Step 1.

STEP 1 - FORMATTING THE DISK
To make a boot disk, you must system format a high density diskette in the A: drive. This procedure will transfer the "system files" to the disk and allow the computer to boot up correctly. The disk must be in the A: drive; the computer will not boot from the B: drive. At a DOS prompt, type the FORMAT command as follows:

FORMAT A: /S <ENTER>

If you get a "Bad command or file name" error message, type:

PATH=C:\DOS <ENTER>

Then retype the FORMAT command above. If you receive the error again, the MS-DOS FORMAT command may not be on your system, or it may have been renamed. Programs such as PC Tools and Norton Disk Utilities sometimes rename the FORMAT command to prevent accidental loss of data. If you are using a program of this type, check your documentation to find out how to format a SYSTEM DISK, then proceed to Step 2.

STEP 2 - LOCATING THE MOUSE DRIVER
You must load a mouse driver into memory or NASCAR 2 will not run. There are two kinds of mouse drivers available: those that load in the CONFIG.SYS file and those that load in the AUTOEXEC.BAT file. CONFIG.SYS mouse drivers have an extension of .SYS (MOUSE.SYS) and AUTOEXEC.BAT drivers have either a .COM or .EXE extension (MOUSE.COM, MOUSE.EXE). You must load at least one of these drivers, but it is not necessary to load them all.

If you do not know where the mouse drivers are located on your system, the command below should help you locate them. Type the following at the C:\ prompt:

DIR MOUSE* /S <ENTER>

This command will cause the system to search all subdirectories for a file called MOUSE. If the system locates a MOUSE file, it will display the path where the file is located. For example, if the MOUSE.COM file is located in a C:\MOUSE directory, the system will display:

Directory of C:\MOUSE
      MOUSE.SYS   **55160** **03-10-92**   **3:10a**
      MOUSE.COM   **56408** **03-10-03**   **6:00a**

If this procedure does not locate a MOUSE file, your mouse driver may have a different name; some common names for mouse drivers are IMOUSE, GMOUSE and HPMOUSE. Your should check your mouse documentation for the exact file names and how to install them.

Once you have located the mouse driver, you must copy it to the boot disk. The following example assumes that the mouse drivers are located in the C:\MOUSE directory as shown above. To copy the MOUSE files to the boot disk, type:

COPY C:\MOUSE\MOUSE.* A: <ENTER>
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Substitute the appropriate path and file names for your mouse drivers in the command above. After you press <Enter>, you should see a message indicating that some files were copied.

STEP 3 - LOCATING THE CD ROM DEVICE DRIVER
The CD ROM drive requires a device driver loaded in the CONFIG.SYS file. This driver must be loaded correctly or you will be unable to access your CD ROM drive. To make sure that the device driver loads correctly on the boot disk, look at the CONFIG.SYS on the hard drive and copy the driver line from there. To display the CONFIG.SYS, type the following at a DOS prompt:

TYPE C:\CONFIG.SYS | MORE <ENTER> ***The | is typed by holding down <Shift> and pressing the " \ " key.

The CONFIG.SYS file will display on the screen. Look for the line that loads the CD ROM device driver. The line should look something like this:

DEVICE=C:\DRV\CD-ROMDRV.SYS /D:MSCD001 /P:220
DEVICEHIGH=C:\DRV\CD-ROMDRV.SYS /D:MSCD001 /P:220
DEVICEHIGH /L:14652 =C:\DRV\CD-ROMDRV.SYS /D:MSCD001 /P:220

The device driver in your CONFIG.SYS may differ slightly from those listed above. Carefully write down the line for use in your boot disk. If you have a SCSI CD ROM drive, there may be an additional driver in your CONFIG.SYS that must be loaded for the CD ROM device drivers to load correctly. For any questions about your CD ROM driver, check your CD ROM drive documentation or with your system manufacturer.

To exit the CONFIG.SYS, press the <ALT>, <F>, then <X> keys.

STEP 4 - LOCATING THE MSCDEX CD ROM EXTENSION
In addition to the CD ROM device driver in the CONFIG.SYS, your CD ROM drive requires MSCDEX, the Microsoft extension for CD ROM drives. If this extension is not loaded correctly in the AUTOEXEC.BAT, you will be unable to access your CD ROM drive. To display the AUTOEXEC.BAT, type the following at a DOS prompt:

TYPE C:\AUTOEXEC.BAT | MORE <Enter>

The AUTOEXEC.BAT file will display on the screen. Look for the line that loads MSCDEX. It should look something like this:

C:\DOS\MSCDEX /D:MSCD001
LH C:\DOS\MSCDEX /D:MSCD001
LOADHIGH /L:14429 C:\DOS\MSCDEX /D:MSCD001

The MSCDEX line in your AUTOEXEC.BAT may differ slightly from the ones above. Carefully write down the line for use in your boot disk.   To exit the AUTOEXEC.BAT, press the <ALT>, <F>, then <X> keys.

STEP 5 - LOCATING THE SOUND CARD DRIVERS
Many sound cards have drivers or initialization lines that must be loaded in the AUTOEXEC.BAT or CONFIG.SYS.   At the end of these Boot Disk Instructions, you will find a section labeled "Sound Cards". These tables contain the sound card lines for many common sound cards. Check to see if your sound card is on the list. If it is, you will need to add the appropriate lines to the AUTOEXEC.BAT and/or CONFIG.SYS on your boot disk. If your sound card is not listed, you should check your documentation for information on what needs to load in the AUTOEXEC.BAT and CONFIG.SYS.

STEP 6 - CREATING THE CONFIG.SYS FILE
To create the CONFIG.SYS file on the boot disk, type the following at a DOS prompt:

A: <ENTER>
CD\ <ENTER>
EDIT CONFIG.SYS <ENTER>

This will display the blank (usually blue) screen of the DOS Editor. Enter the following lines:

DEVICE=C:\WINDOWS\HIMEM.SYS

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DOS=HIGH,UMB
FILES=30
BUFFERS=20

If you're using MOUSE.SYS to load your mouse, add the following line:

DEVICE=A:\MOUSE.SYS

Now add the CD ROM device driver as you wrote it down in the "Locating the CD ROM Device Driver" section above. The device driver should look something like this:

DEVICE=C:\DRV\CD-ROMDRV.SYS /D:MSCD001 /P:220

If you need to load any sound card drivers, copy them from the "Sound Cards" section now. When done, save the file by pressing <ALT>, <F>, then <S>. Exit the file by pressing <ALT>, <F>, then <X>.

STEP 7 - CREATING THE AUTOEXEC.BAT FILE
To create the AUTOEXEC.BAT file on the boot disk, type the following at a DOS prompt:

A: <ENTER>
CD\ <ENTER>
EDIT AUTOEXEC.BAT <ENTER>

This will display the blank (usually blue) screen of the DOS Editor. Type the following lines:

@ECHO OFF
C:
SET COMSPEC=C:\COMMAND.COM
PROMPT SIERRA BOOT DISK $_ PG
PATH=C:\;C:\DOS;C:\SIERRA
C:\DOS\SMARTDRV

If you are using the MOUSE.COM or MOUSE.EXE file to load your mouse, add the appropriate line:

A:\MOUSE.COM

Now add the MSCDEX line as you write it down in the "Locating the MSCDEX CD ROM Extension" section. For example:

C:\DOS\MSCDEX /D:MSCD001

If you need to run any sound card initialization programs or load any drivers, copy them from the "Sound Cards" section now. The following example lines are for the Sound Blaster 16:

SET BLASTER=A220 I5 D1 H5 T6
SET SOUND=C:\SB16
SET MIDI=SYNTH:1 MAP:E
C:\SB16\SB16SET /M:220 /VOC:220 /CD:220 /MIDI:220 /LINE:220
C:\SB16\DIAGNOSE /S

Save the file by pressing <ALT>, <F>, then <S>. Exit the file by pressing <ALT>, <F>, then <X>.

STEP 8 - REBOOT THE SYSTEM AND START THE GAME
Reboot your system by pressing the **<RESET>** button on your computer or by using the **<CTRL> <ALT> <DELETE>** key sequence on your keyboard. Start the game by typing the following at the C:> prompt:

CD\NASCAR2 <ENTER>
N2 <ENTER>

If you have NASCAR 2 loaded in Windows 95 then at the C: prompt type **CD\SIERRA\NASCAR2 <ENTER>.** Then type **N2 <ENTER>.**
NAS2TS

SECTION 8:   CONTACTING SIERRA FOR FURTHER ASSISTANCE

Sierra On-Line has a full library of help documents and patches available electronically.   You can download them from the following sources:

- America On-Line: Use keyword SIERRA and choose "Software Libraries", then "Troubleshooting Guides & FAQs"
- CompuServe: Use go SIERRA, choose "The Sierra On-Line Forum", then search the "Help Documents" library.
- Go to our home page on the World Wide Web   at http://www.sierra.com and follow the on-screen information.

Additionally, you can get your document via our automated faxback service.   Call (206) 644-4343, choose to use the automated technical support system and follow the voice instructions provided.   You will be faxed a catalog of all of the documents that we have to offer and you will then be able to get the documents you need.   If you prefer, you can also fax us at (206) 644-7697 with your document request.

If you prefer to get assistance from a technician, Sierra Technical Support will be happy to assist you.   All of the online services listed above are staffed by Sierra technicians.   Additionally, you can send e-mail to support@sierra.com.

Additionally, a Sierra Technical Support, Support request form has been enclosed in case you wish to contact us via fax or U.S. mail.   Simply fill it out and return it to us.   Our fax number is (206) 644-7697 and our mailing address is:

Sierra On-Line Technical Support
PO Box 85006
Bellevue, WA   98015-8506

For phone assistance, you can reach Sierra Technical Support at (206) 644-4343 between 8:00 am and 4:45 pm, Monday through Friday.   Please try to be at your system or have a copy of a Microsoft Diagnostics (MSD) report from it when you call.

If you are in Europe, please contact our office in England. The Customer Service number is (44) 920-9111, between 9:00 am and 5:00 pm, Monday through Friday.   The fax number is (44) 987-5603.   Customer Service can also be reached at the following address:

Sierra On-Line Limited
2 Beacontree Plaza
Gillette Way,
Reading, Berkshire
RG2 0BS   UNITED KINGDOM

Thanks for choosing Sierra!

SECTION 9: SOUND CARD CONFIGURATION

NOTE: The sound card drivers and initialization lines in this section are the default settings for these devices.   You should check your AUTOEXEC.BAT and CONFIG.SYS on your hard drive to see if you are using any non-default settings.

Sound Card	AUTOEXEC.BAT	CONFIG.SYS	Notes
Adlib	NONE	NONE	This is a MIDI card only and will not play most sound effects.
Aria 16 Common on IBMs	SET ARIA=C:\ARIA SET BLASTER=A220 I5 D1 T5 C:\DOS\SOUNDCLT.COM*	DEVICE=C:\ARIA\BIN\SOUNDCFG.SYS DEVICE=C:\ARIA\BIN\SNDSAVER.SYS	*This line is not always present.
Diamond	SET BLASTER=* SET SOUND16=C:\DIAMOND C:\DIAMOND\SNDINIT /B**	NONE	*Check your AUTOEXEC.BAT on the hard drive for the SET BLASTER parameters. **Use /C for Soundblaster mode and /B for Microsoft Sound System mode.
Ensoniq Soundscape Commom with Gateway 2000 computers.	SET BLASTER=A220 Ixx Dx SET SNDSCAPE=C:\SNDSCAPE C:\SNDSCAPE\SSINIT	NONE	*Use FM for FM synth, GM for General MIDI and MT32 for Roland MT32 emulation with older drivers. Uses /I to automatically initialize FM and General MIDI with newer drivers.
ESS Audio Drive Common on Compaqs	NONE	DEVICE=C:\CPQDOS\VOLCTRL.EXE* DEVICE=C:\PCAUDIO\VOLCTRL.EXE**	*Loads the DOS mixer. <Ctrl/Right Shift> turn up the volume, <Ctrl/Left Shift> turns it down. **Necessary to load Windows mixer.
Forte 16 Common on Packard Bells	SET BLASTER=* SET GALAXY=* SET SOUND=C:\FORTE16 C:\FORTE16\UTILITY\EMUTSR	NONE	*Check the AUTOEXEC.BAT on your hard drive for these settings. **Enables the Soundblaster emulation.
Gravis Ultrasound or Gravis ACE	SET ULTRASND=* SET ULTRADIR=* C:\ULTRASND\ULTRINIT SBOS.BAT** SET BLASTER=A220 I5 D1	NONE	*Check the AUTOEXEC.BAT on your hard drive for complete SET lines for the GUS. **The SBOS.BAT line must be loaded to enable the card's Soundblaster emulation. This line is not needed for the ACE.
Jazz 16	SET BLASTER=A220 I5 D1	DEVICE=C:\JAZZ\JAZZ.SYS D:* Q:* *D: DMA CHANNEL. **Q: IRQ SETTING.	Specific values and directories may change
Mad 16	SET MAD16=C:\MAD16 SET BLASTER=A220 I5 D1 C:\MAD16\M16INIT /B /M*	NONE	*Use /B switch for Soundblaster mode. Use /M switch for Microsoft Sound System Mode
Mozart Sound Card Common on Canon systems	SET BLASTER=A220 I5 D1 SET SOUND=C:\MOZART C:\MOZART\MTZVOL.EXE	DEVICE=C:\MOZART\MZTINIT.SYS WSS /530*	*WSS /530 Puts the card into WSS mode port 530
Multi-Media Pro 16	SET BLASTER=A220 I5 D1 SET GALAXY=* SET SOUND=C:\MMP16P	NONE	*Check the AUTOEXEC.BAT on your hard drive for the full SET GALAXY line.

NAS2TS

Mwave Common on IBM Thinkpads and Aptivas	SET BLASTER= SET MWPATH=C:\MWD\MANAGER; C:\MWD\MWGAMES* SET MWROOT=C:\MWD MWGAMES=ON**	NONE	*This is all one line. **ON turns on Soundblaster emulation and OFF turns it off.
Pro Audio Spectrum 16	SET BLASTER=A220 I5 D1	DEVICE=C:\SPECTRUM\MVSOUND.SYS D:*Q:* D: DMA CHANNEL. Q: IRQ SETTING.	<DIR> may be PROAUDIO on older drivers.
Soundblaster AWE 32	SET BLASTER=A220 I5 D1 SET SOUND=C:\SB16 C:\SB16\SB16SET /P/Q C:\SB16\DIAGNOSE /S* C:\SB16\AWEUTIL /S	DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1 H:5 DEVICE=C:\SB16\DRV\CTMMSYS.SYS**	*May be SBCONFIG on older cards. **This line is only required to enable the sound card's CD-ROM interface.
Soundblaster Pro	SET BLASTER=A220 I5 D1 SET SOUND=C:\SBPRO* C:\SBPRO\SBP_SET*	NONE	*On newer cards the drivers and such may look like the SB16 except loading out of a different directory.
Soundblaster 16	SET BLASTER=A220 I5 D1 H5 T6 SET SOUND=C:\SB16 SET MIDI=SYNTH:1 MAP:E C:\SB16\SB16SET* C:\SB16\DIAGNOSE /S**	DEVICE=C:\SB16\DRV\CTSB16.SYS /UNIT=0 /BLASTER=A:220 I:5 D:1 H:5 DEVICE=C:\SB16\DRV\CTMMSYS.SYS***	*Check the AUTOEXEC.BAT on your hard drive for the complete SET SOUND and SET BLASTER lines.
Sound 16A Common on Packard Bell Computers 2 OF 2**	SET BLASTER=A220 I5 D1 SET GALAXY=* C:\AUDIO\SNDINIT.EXE /B** SET SOUND16=C:\AUDIO	NONE	*Check the AUTOEXEC.BAT on your hard drive for the complete SET GALAXY line. **Use /B switch for SB mode **Use /M switch for Microsoft Sound System Mode
Sound 144 Common on Packard Bell Computers	SET BLASTER=A220 I5 D1 SET GALAXY=* SET SOUND=SOUND144 C:\SOUND144\UTILITY\SETMODE /SBP**	NONE	*Check the AUTOEXEC.BAT on your hard drive for the complete SET GALAXY line. **Use /SBP for Soundblaster mode and /MSS for Microsoft Sound System mode.
Vibra 16	SET BLASTER=A220 I5 D1 H5 T6 SET SOUND=C:\VIBRA16 SET MIDI=* C:\VIBRA16\DIAGNOSE /S** C:\VIBRA16\MIXERSET /P/Q	DEVICE=C:\VIBRA16\DRV\VIBRA16.SYS DEVICE=C:\VIBRA16\DRV\CTMMSYS.SYS	*Check the AUTOEXEC.BAT on your hard drive for the complete SET MIDI line. **Older cards may use SBCONFIG instead of DIAGNOSE.

If your specific sound card is not listed here, check with your system manufacturer or contact their technical support for additional information about sound card configuration.

SIERRA ON-LINE TECHNICAL SUPPORT REQUEST FORM *(for IBM PC's & Compatibles)*

Please provide as much of the information requested below as possible. Attach additional pages if necessary. **Please Print clearly.)**

Name :	
Full Mailing Address :	

FAX Number:		**Phone Number:**		**Email Address:**	

Name/Description of Program:

Description of Problem *(Please be as specific an detailed as possible. Again, feel free to attach additional sheets if necessary.)*

_____
_____
_____
_____
_____
_____

How are you running the program? *(Circle one)*	* As a DOS Application in DOS	* As a Windows Application in Windows	* As a DOS application in or through Windows

Computer Brand: _____   **Computer Model**: _____

Operating System *(circle all that apply)*	DOS 5	DOS 6	DOS 6.2+	Win 3.1/3.11	Win 95	OS/2*	Windows NT*

NOTE: Windows NT, OS/2 & Other Operating Systems are not officially supported.

CPU Brand *(circle)*:	INTEL		AMD		CYRIX	NEXGEN		Other:	
CPU Type *(circle)*:	386SX	386DX	486SX	486DX	Pentium	Pentium Pro		Other:	
CPU Speed *(circle)*:	25	33	40	50	66	75	100	120	133	150	166	Other:

Total RAM installed in the system in MB *(circle)*	1 MB	2 MB	4 MB	8 MB	16 MB	32 MB	Other:	
Total Hard Drive Space in MB:		Free Hard Drive Space after installing the Program (in MB):						

CD ROM Brand *(circle)*:	NEC	Mitsumi	Creative Labs	Diamond	Sony	Teac	Other:		
CD ROM Model:			CD ROM Speed *(circle)*	1x	2x	3x	4x	6x	8x

Video Card *(cirlce):*	Diamond	ATI	Number9	STB	Cirrus	Matrox	Hercules	Trident	Other:	
Video Card Model:		Video Memory *(circle)*:		512k or less	1 MB	2MB	4MB or more			

Screen resolution you are using in Windows currently *(circle)*	640x480	800x600	1024x768	1280x1024	1600x1200 +
Color Depth you are using in Windows currently *(circle)*	16	256	32,768+ (High Color)*	16.7 Million (True Color)*	

NOTE: If you are using anything other than 256 colors, we generally recommend using 256 for most programs.

Sound Card Brand/Model/Description *(please write in)***:**

DMA *(circle)*	0	1	3	5	Other:	IRQ *(circle)*	3	5	7	10	Other:	Port Address*(circle)*	220	240	Other:

Disk Compression Software *(circle)*:	Doublespace	DriveSpace	Stacker	SuperStor	**None**	Other:

Please check any steps below which you have tried:

	SCANDISK, Delete & Re-install program	A DOS & Windows installation (for programs supporting both)
	Boot Disk	Disk or CD replacement
	Patch Disk (If applicable) Name of patch:	Updated Drivers
	Temporarily disabling Sound card/Sound in Program	Other: