

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 INSTALL

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This is a special downloadable 3D Ultra Mini Golf Demo. This demo has been broken into 3 parts.

MGEEng.zip -

This file contains the Minigolf engine as well as the WindMill hole. You can download, unzip (using the -D option), and play the WindMill without either of the other two zip files.

LostMine.zip -

After downloading MGEEng.zip you can download LostMine.zip to add the 'Lost Mine' hole to the demo. Simply download LostMine.zip, unzip it, and move LostMine.RBX (created during the unzip process) to the 'Data' directory inside the directory containing Minigolf.exe.

WACKYTIM.zip -

After downloading MGEEng.zip you can download WACKYTIM.zip to add 'The Incredible Machine' hole to the demo. Simply download WACKYTIM.zip, unzip it, and move WACKYTIM.RBX (created during the unzip process) to the 'Data' directory inside the directory containing Minigolf.exe.

IMPORTANT -

When unzipping MGEEng.zip make sure you use the -D options to preserve directories. The directory structure should look like:

```
\
  Data\
    WINDMILL.RBX
    LOSTMINE.RBX (available after optional download)
    WACKYTIM.RBX (available after optional download)
  MID\
    THEME.MID
    WINDMILL.MID
```

LOSTMINE.MID
WACKYTIM.MID

Minigolf.exe
Mengdibs.dlx
Menglish.dlx
MGFILE.bmp
Splash6.bmp

Under Windows95 3D Ultra Mini Golf requires DirectX 2.0 or greater. If DirectX is not installed simply download DirectX.zip, unzip (using -D option), and run Setup.exe.

III] HOW TO START THE DEMO

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Double click on the Minigolf.exe icon in the install directory.

IIII] 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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