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3-D  
U L T R A  
MINIGOLF™

Rule Book

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## Using This Rule Book

Although *3-D Ultra MiniGolf* is simple and fun to play for the whole family, we've included two rule books to make the game even more enjoyable. This printed rule book will help you install and setup the game. It also shows illustrations of each hole and gives a brief description.

While you're in the game, you'll also have access to an online rule book. This provides more details on how to play, and how to change the options in the game. If you want to access the online manual without starting the game, double-click the MGHELP file in the MiniGolf folder on your *3-D Ultra MiniGolf* CD (Windows® 95 only).

## Installing *3-D Ultra MiniGolf*

Insert the *3-D Ultra MiniGolf* CD into your CD ROM drive. The installation main menu will display several options. Click INSTALL. A System Test window will indicate whether your system meets all of the requirements for running *3-D Ultra MiniGolf*. If everything passes, click Continue. If any components come up short, click the corresponding Help button for further instructions.

Follow the on-screen instructions to complete the installation.

## Running *3-D Ultra MiniGolf*

Once you've installed the game to your hard drive, it's not necessary to insert the CD into the drive if you have a done a large install. Otherwise, insert the *3-D Ultra MiniGolf* CD into the CD ROM drive, then go to the Windows® 95 Start menu and select Programs. Locate the Sierra folder, click *3-D Ultra MiniGolf* and you're ready to tee off.

## Three Ways To Play

There are three ways to play *3-D Ultra MiniGolf*, which are guaranteed to provide endless hours of entertainment.

### Normal MiniGolf

Just like the outdoor version. Start on the first hole and the score is kept according to the number of shots you take on each hole. All holes are totaled at the end to give you your final score.

### Hole-By-Hole

This is like skins play in real golf. Hole-By-Hole is designed for two or more players. All players compete, one hole at a time, where the lowest score wins the hole. If two players tie for the lowest score on a hole, then no win is awarded for that hole. That point is carried over to the next hole. The next hole is then worth two points. The player who wins the most number of holes at the end of the round is the overall winner.



## Race Play

You won't find this style of miniature golf on just any course. It's you against the clock in this version of *3-D Ultra MiniGolf*. A combination of shots and timing determine your score. With Race Play, the only score you receive is your time. Compete with your friends for the fastest time. The scorecard tallies your total time.

## The Options Window

Anytime you are out on the course, you can right-click the mouse, or left-click on the Options icon in the lower right corner of the central window, to access the Options Window. Several options, such as putting method and swing features are listed here.

## How To Putt

### 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 Window). 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.

## 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.

## Technical Support

If you need additional help installing or using your Sierra product, and you can't find the answer in this guide or the README file, contact the Technical Support Department. You may call, write, fax, or contact us on one of the online services that Sierra supports. For sales information, back orders, returns, or other information, call Customer Service. Our Automated Technical Support Line is available 24 hours a day and provides recorded answers to the

most frequently asked questions. Follow the recorded instructions to find your specific topic. If you can't resolve the problem through the Automated Support Line, you can contact our Technical Support representatives directly. If you choose to write or fax us, please provide detailed information on your computer system and the nature of your problem. In addition, please include your address and phone number should we need to call back or send you information.

### **Automated Technical Support Line**

(425) 644-4343

### **Technical Support**

Sierra On-Line  
Technical Support  
P.O. Box 85006  
Bellevue, WA 98015-8506

Phone: (425) 644-4343  
Fax: (425) 644-7697  
8:15AM - 4:45PM PST  
Monday-Friday

### **Modem Support**

CompuServe:  
America Online:  
Internet:

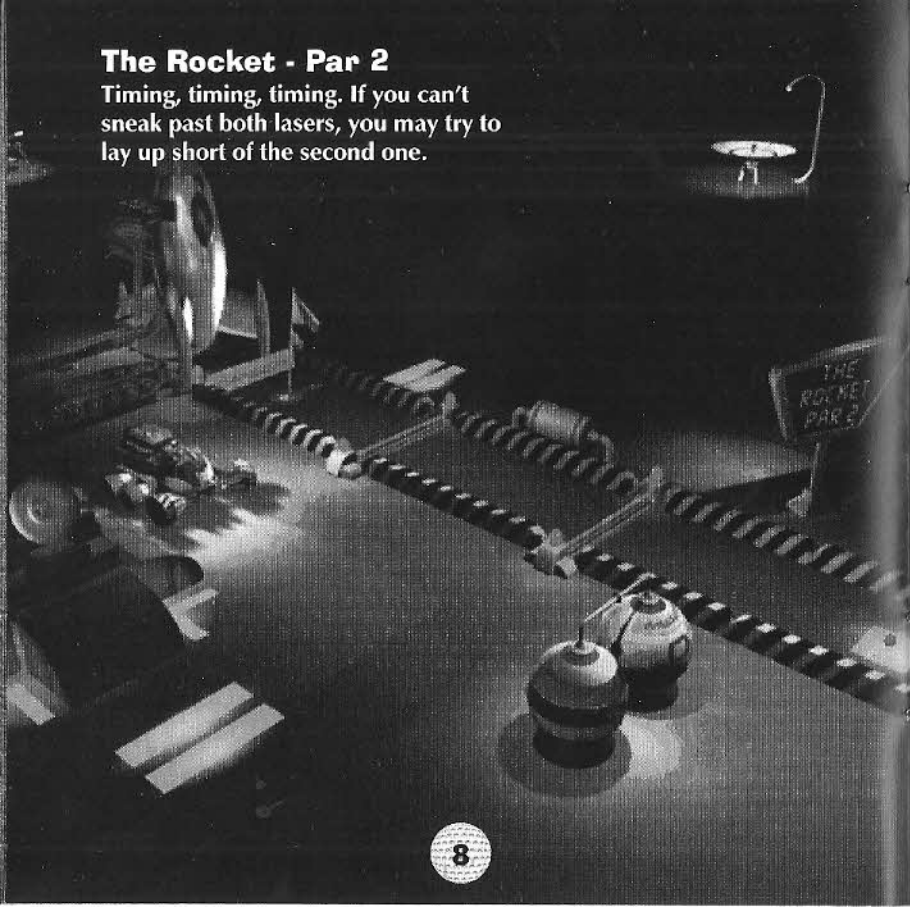
GO SIERRA  
Keyword: SIERRA  
<http://www.sierra.com>

### **The Windmill - Par 2**

Use the sloping terrain on both sides,  
and a good sense of timing, to enter the  
windmill on your first shot.

## The Rocket - Par 2

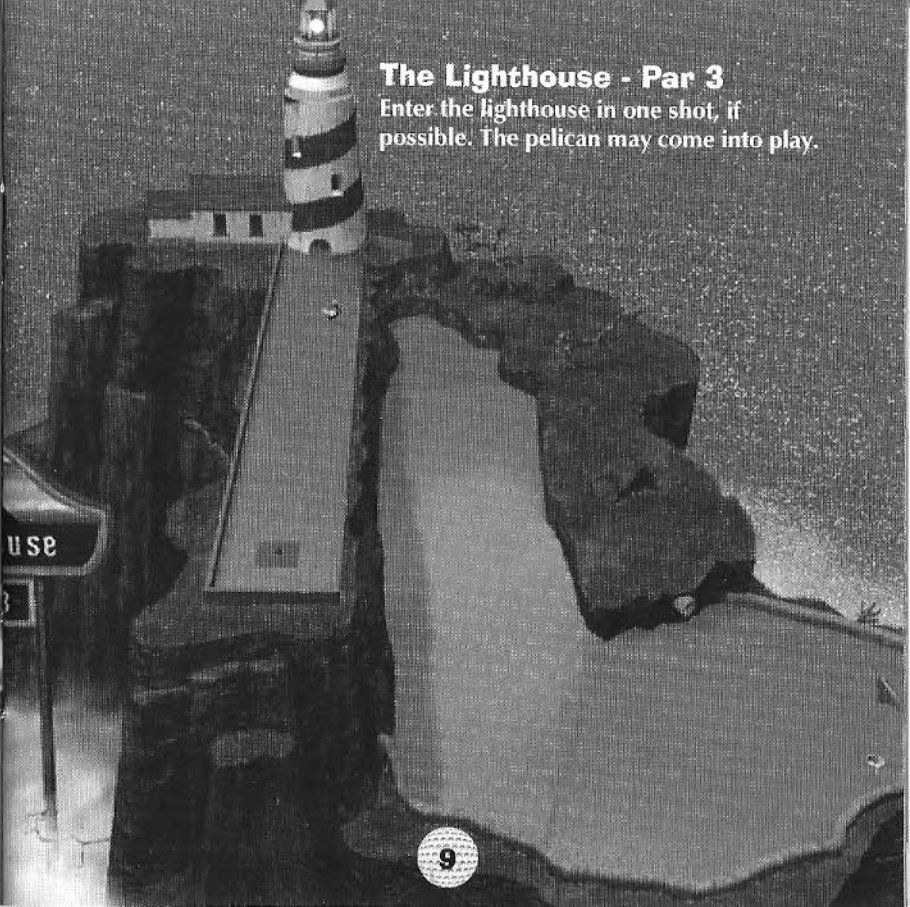
Timing, timing, timing. If you can't sneak past both lasers, you may try to lay up short of the second one.



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## The Lighthouse - Par 3

Enter the lighthouse in one shot, if possible. The pelican may come into play.

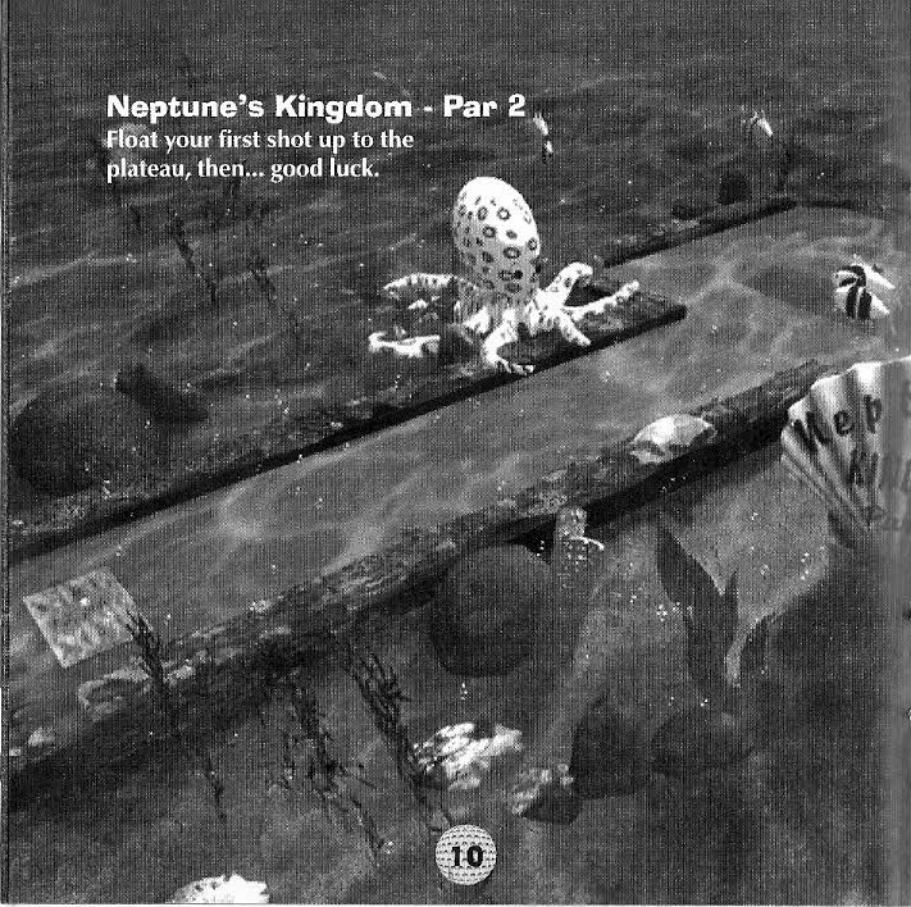


9



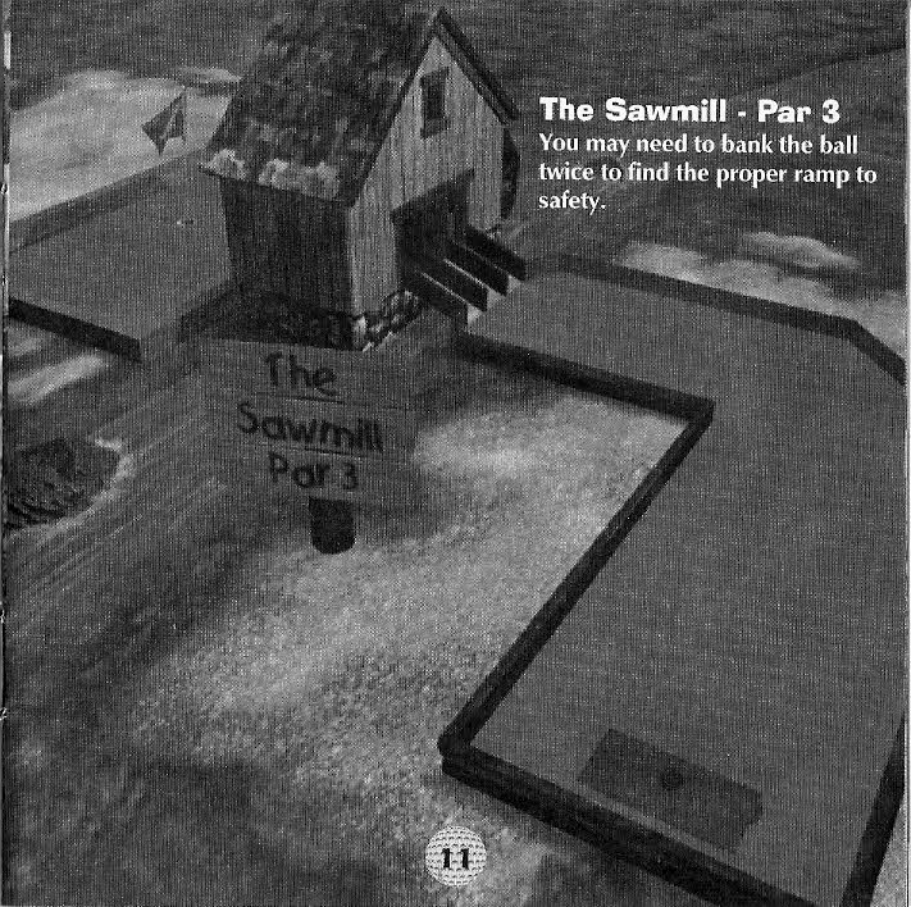
## Neptune's Kingdom - Par 2

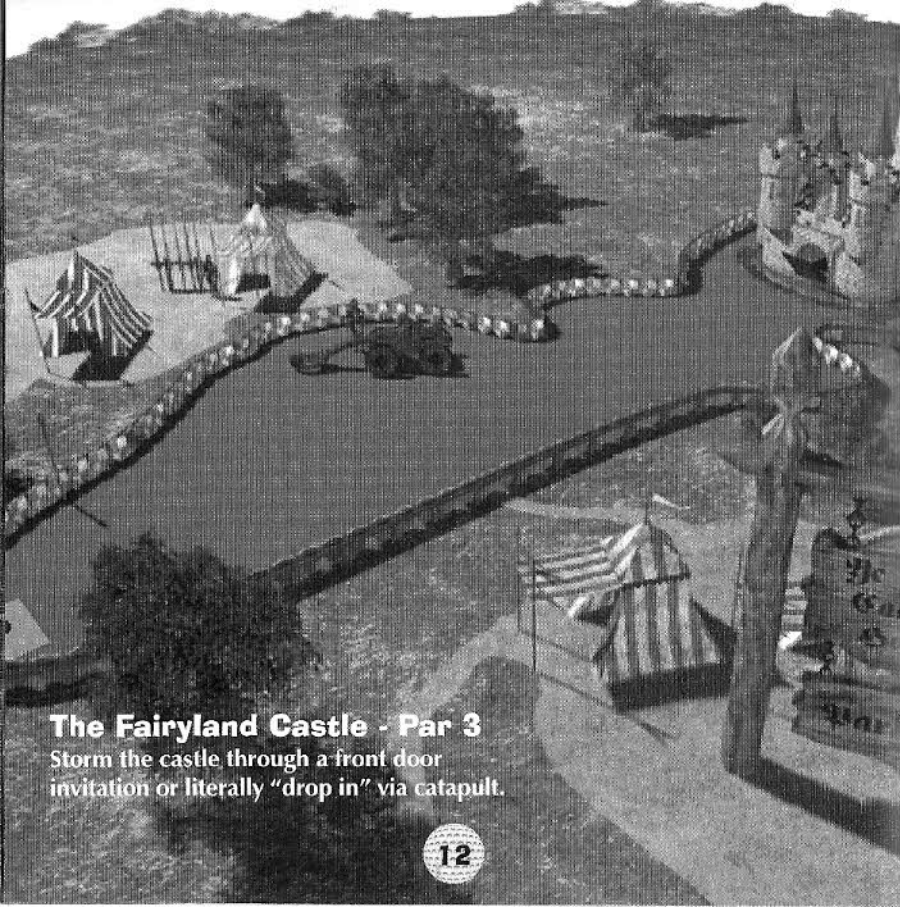
Float your first shot up to the plateau, then... good luck.



## The Sawmill - Par 3

You may need to bank the ball twice to find the proper ramp to safety.

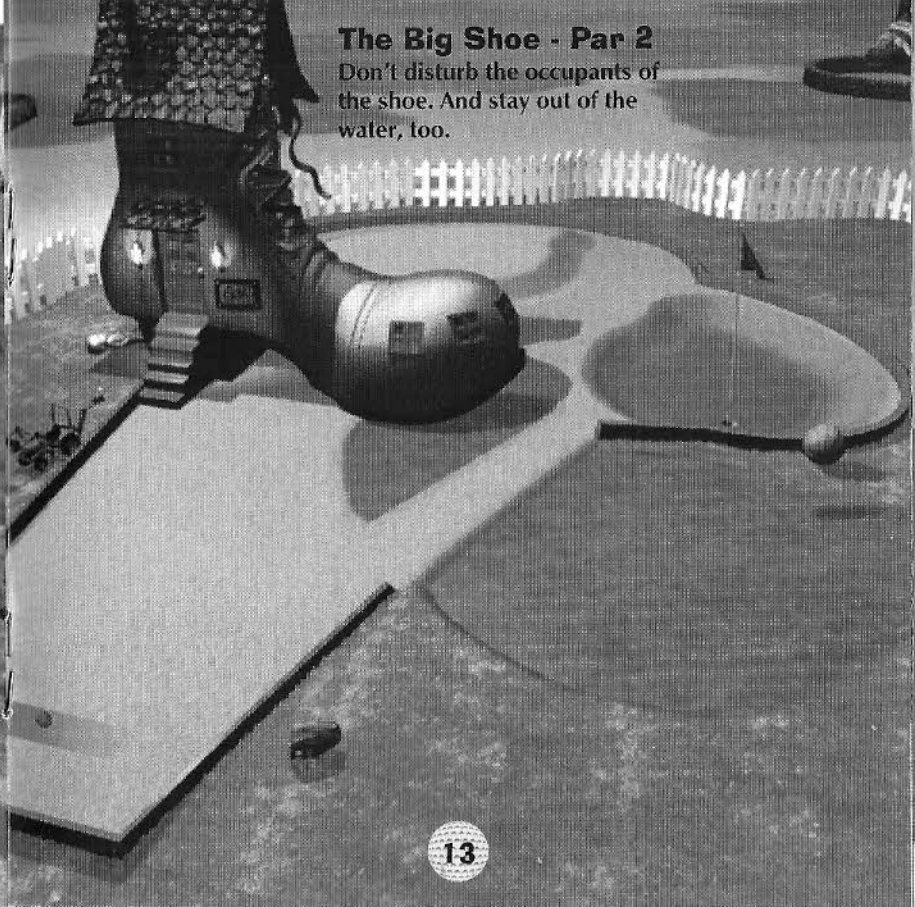




### The Fairyland Castle - Par 3

Storm the castle through a front door invitation or literally "drop in" via catapult.

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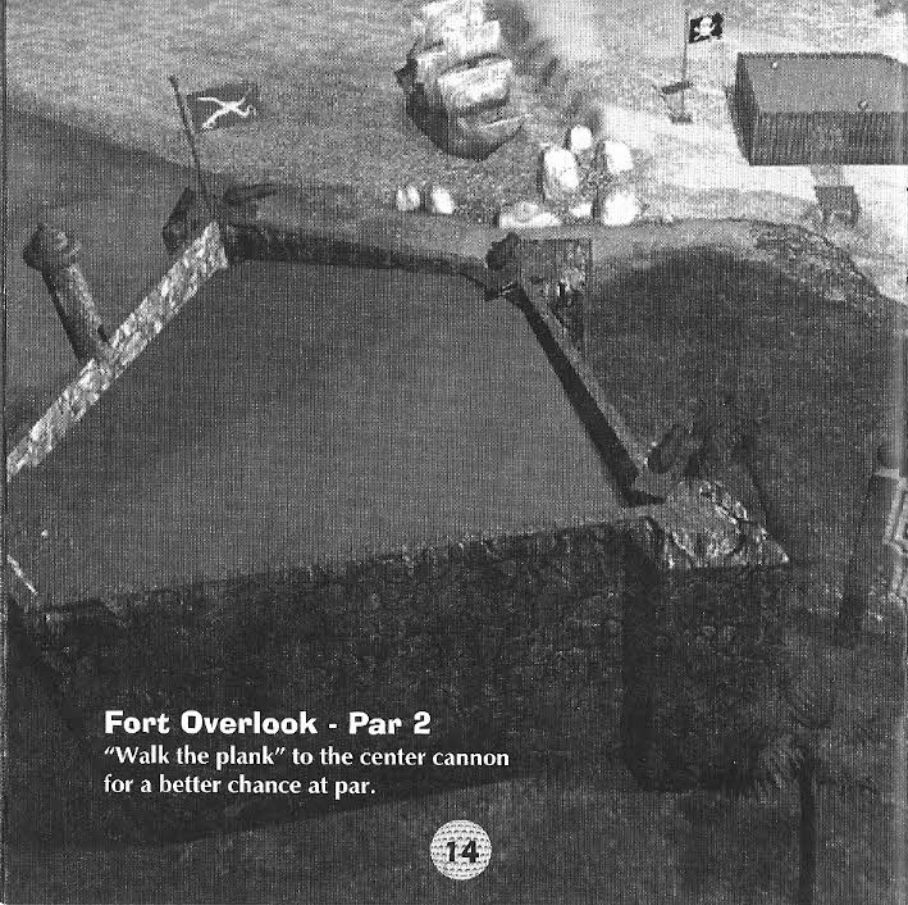


### The Big Shoe - Par 2

Don't disturb the occupants of the shoe. And stay out of the water, too.

13

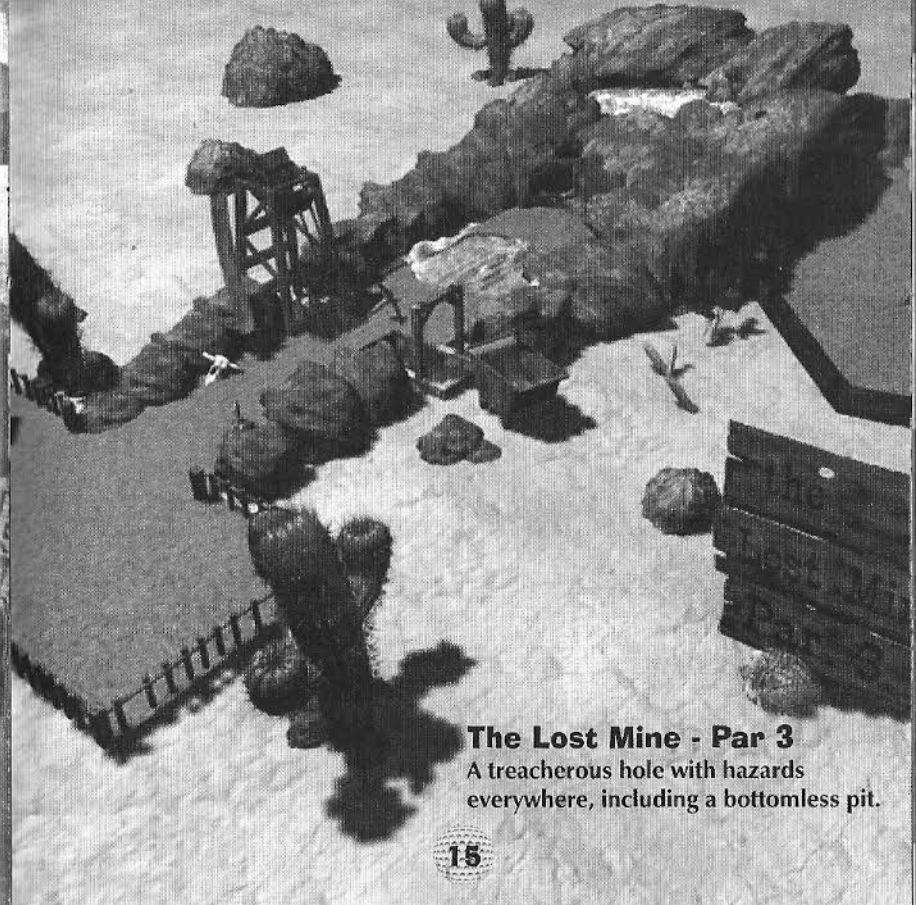




**Fort Overlook - Par 2**

“Walk the plank” to the center cannon for a better chance at par.

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**The Lost Mine - Par 3**

A treacherous hole with hazards everywhere, including a bottomless pit.

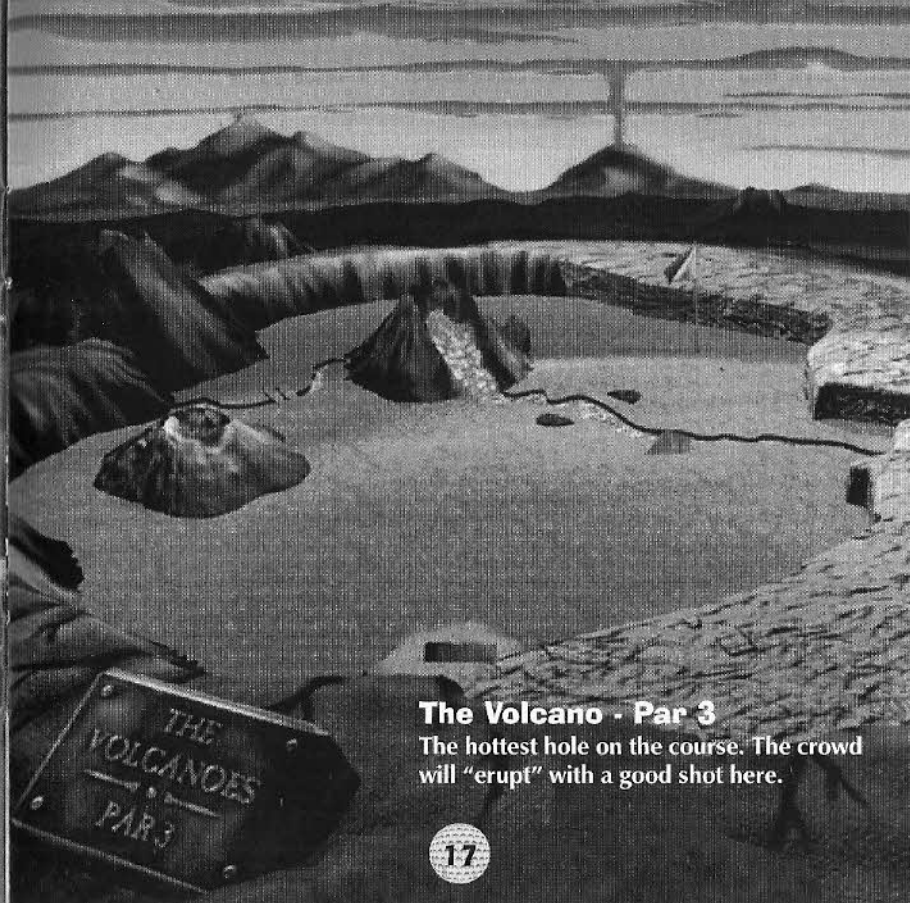
15

### The Haunted House - Par 3

There are a few "bumps in the night" on this hole. But, hey, don't be afraid. It's just a game.



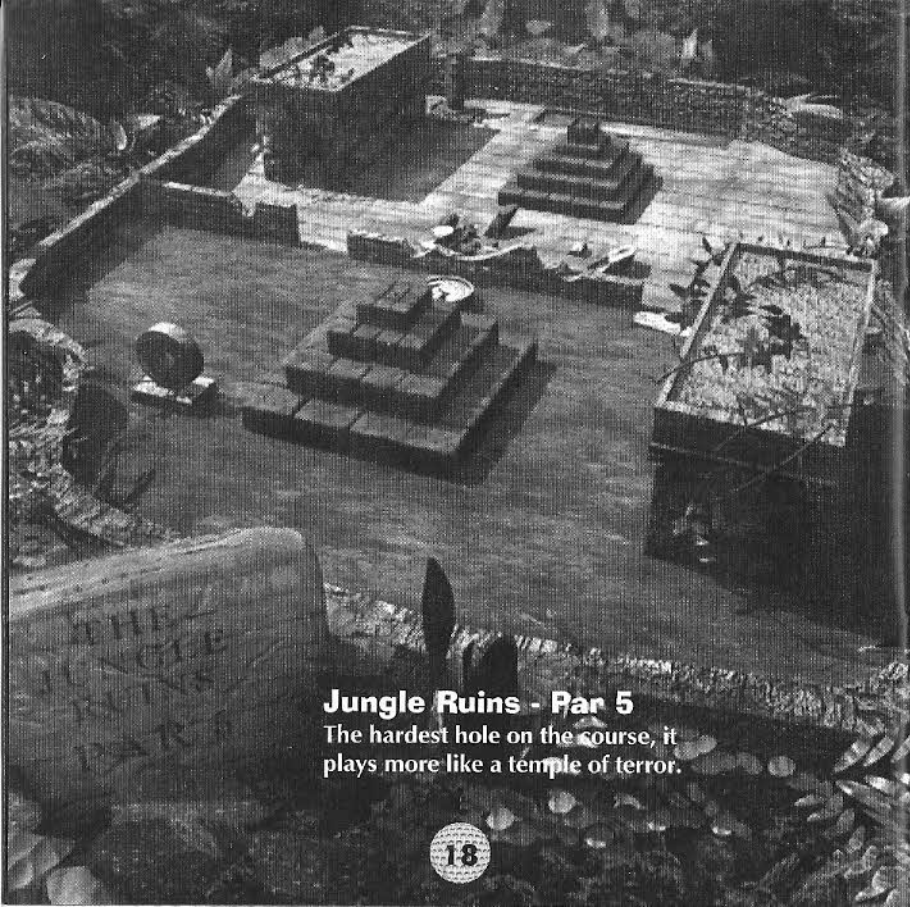
16



### The Volcano - Par 3

The hottest hole on the course. The crowd will "erupt" with a good shot here.

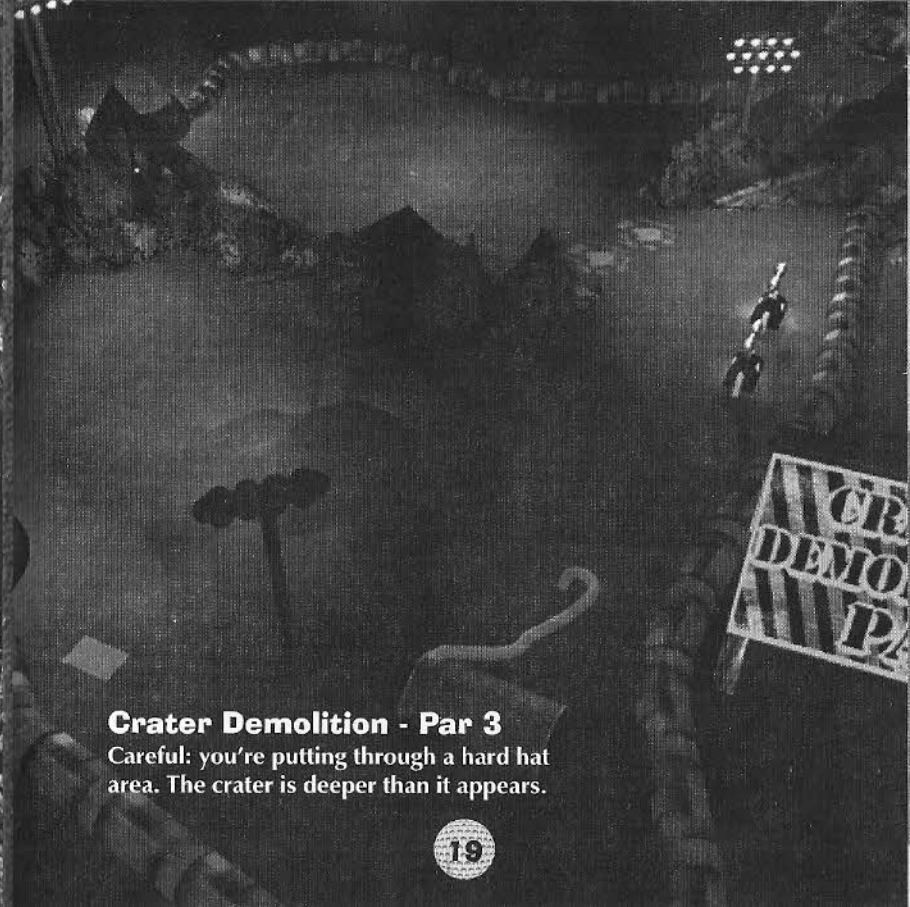
17



### **Jungle Ruins - Par 5**

The hardest hole on the course, it plays more like a temple of terror.

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### **Crater Demolition - Par 3**

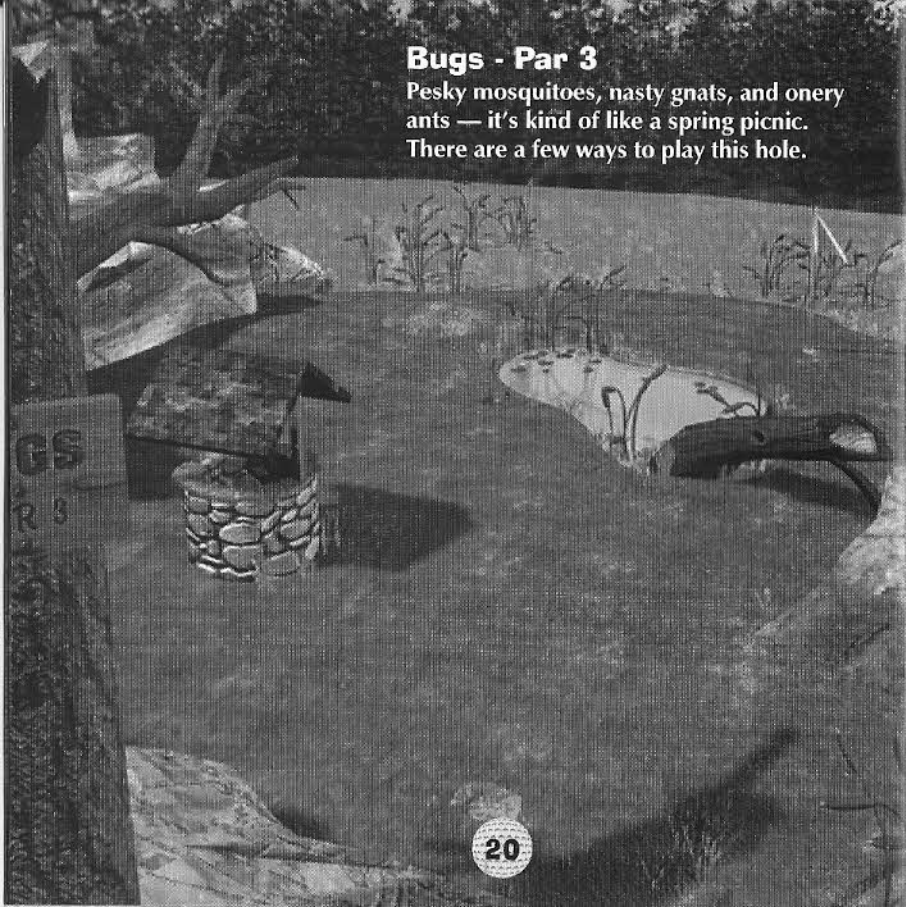
Careful: you're putting through a hard hat area. The crater is deeper than it appears.

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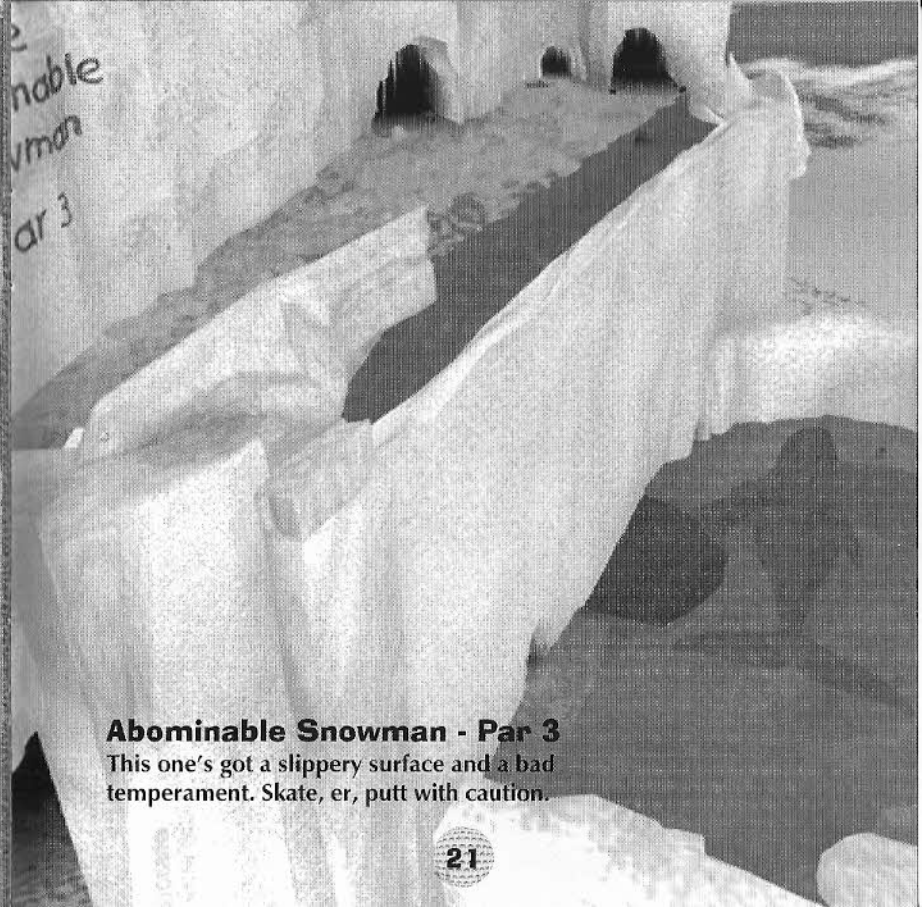


### Bugs - Par 3

Pesky mosquitoes, nasty gnats, and onery ants — it's kind of like a spring picnic. There are a few ways to play this hole.



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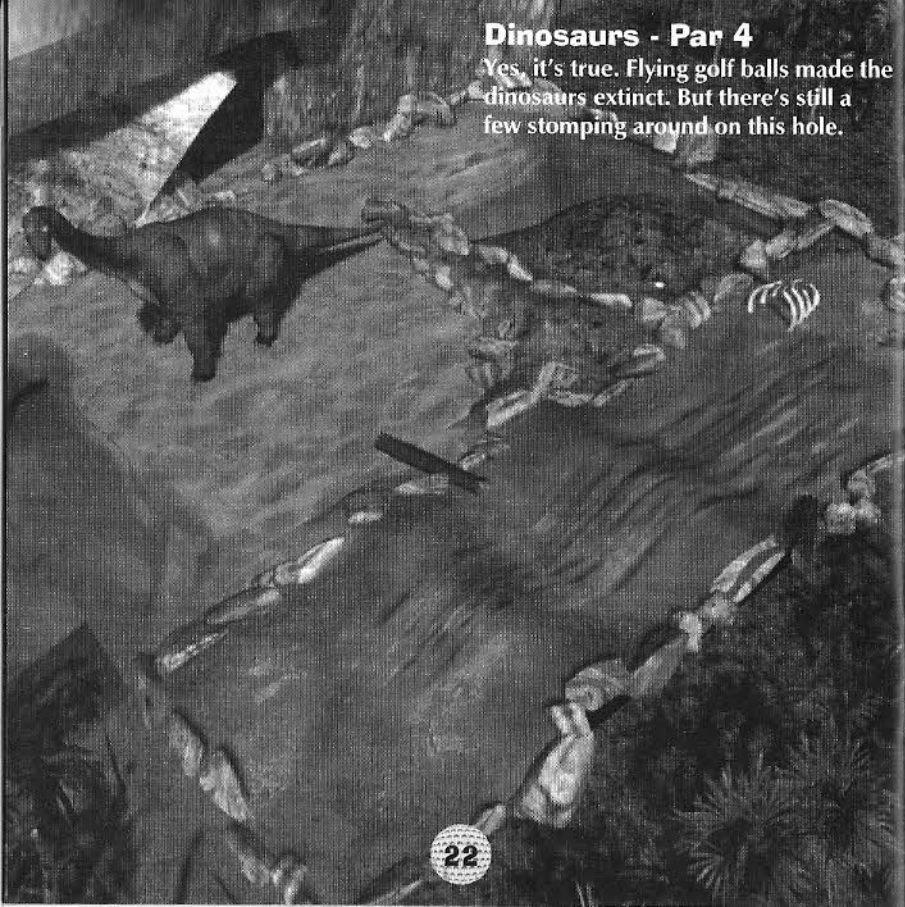
### Abominable Snowman - Par 3

This one's got a slippery surface and a bad temperament. Skate, er, putt with caution.

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### Dinosaurs - Par 4

Yes, it's true. Flying golf balls made the dinosaurs extinct. But there's still a few stomping around on this hole.



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### Moon Base - Par 3

This hole is out of this world. Be careful, though. It's easy to get lost in space.

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## The Incredible Machine - Par 4

This is a multiple choice hole. Experiment. That's what The Incredible Machine is all about.

