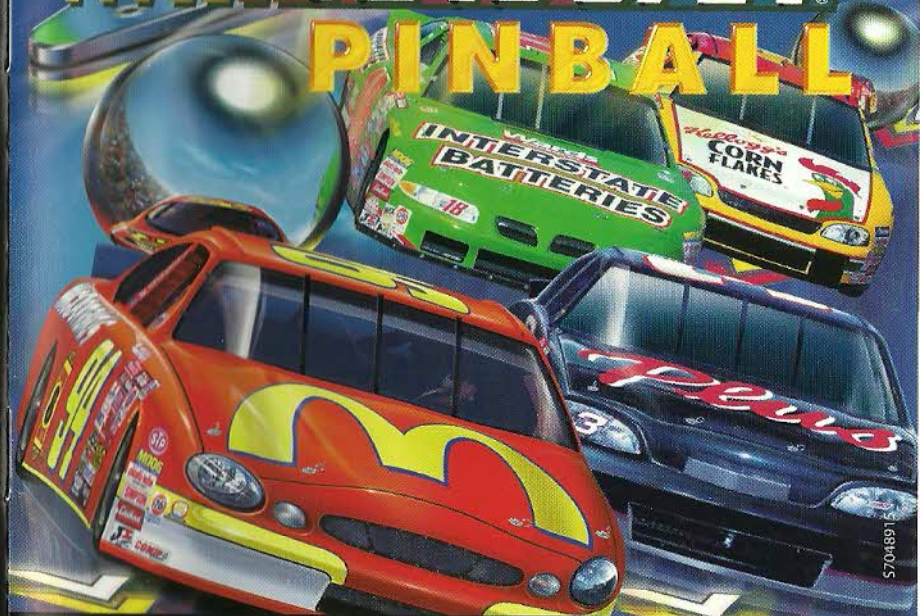


3D U L T R A

NASCAR

PINBALL



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3-D U L T R A

NASCAR PINBALL

INSTALLATION GUIDE

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ABOUT THIS GUIDE

Welcome to the *3-D Ultra NASCAR® Pinball* Installation Guide. This booklet shows you how to get the game installed and running.

For detailed game play information, read the Online Manual. You can open this built-in help system any one of three ways. If you are running the game, click on the word HELP found near the bottom of the opening screen. You can also choose Online Manual from the Help menu (move the mouse cursor to the top of the screen to see the menus) from anywhere in the game. If you are not running the game, you can double-click on the Ncarpb.hlp file from the root directory of the *3-D Ultra NASCAR® Pinball* CD.

INSTALLING AND STARTING THE GAME

Installing the Game — Windows 95

1. Start Windows 95.
2. Insert the *3-D Ultra NASCAR® Pinball* CD into the CD-ROM drive.
3. When the *3-D Ultra NASCAR® Pinball* setup window appears, follow the on-screen instructions.

Starting the Game — Windows 95

1. Start Windows 95.
2. Insert the *3-D Ultra NASCAR® Pinball* CD into the CD-ROM drive.
1. When the *3-D Ultra NASCAR® Pinball* window appears, click on PLAY PINBALL to play a game.

Additional Setup Help

After game installation, the Sierra Utilities program in the Sierra program group or folder lets you re-install the game, register the game, view a read me file, uninstall the game, view detailed Support and Setup Help information, or visit the Sierra Online web site.

To start Sierra Utilities after the game is already installed, just click on the Sierra Utilities icon in the Sierra program group or folder.

One-Click Access to Sierra Web Page

WIN95 Users: From the NASCAR® Vault screen, select WEB SITE and access customer support, frequently asked questions for *3-D Ultra NASCAR® Pinball*, patches, and links to other pinball areas.

STRATEGY GUIDE

Garage Table:

- Skill Shot: When you launch your ball, try to get it to stop on one of the gates located on the launch ramp. Hitting these targets automatically upgrades all your car parts by 25, 50, or 75 percent (depending on which gate you hit).
- Hitting the ball around the loop at the back of the garage adds points to your Qualifying score on the Speedway table.
- If the Practice light is on, hit the ball under the front of the car to turn on the Keep Driving light. You get your ball back if you drain it while the Keep Driving light is on.
- Hitting the target under the front of the car when the Qualify light is on awards you big points, a bonus, and warps you over to the Speedway table.

Speedway Table

- Hitting the Garage target (the building at the top of the playing field) adds five points to your car's efficiency rating. Hitting it while the Take the Lead light is on starts one of 10 special events that help you score big points.

- Spelling out NASCAR® by hitting all of the drop targets turns on the Take the Lead light.
- Hitting the pit area on the right side of the Speedway turns on the Backfield light. Hitting Turn 2 while the Backfield light is on takes you to the mini-table on the upper left of the Speedway.
- Hitting Turn 1 ten times in a row earns you bonus points ranging from 500,000 to 1,500,000 points.

Pitstop Table

- Head for the Pitstop table whenever you see the Pitstop light on during a yellow flag. Points are magnified by 100, so you can increase your score tremendously while you increase your car's efficiency rating.
- Skill Shot: Launching your ball so that it stops on one of the three gates near the top of the launch ramp is a quick way to increase your car's efficiency rating. The gate closest to the bottom of the ramp scores the most.
- Hitting all of the drop targets (A, B, C, D, and E) turns on the Splash and Go light. When this light is on, hitting the Splash and Go target sets your car to its maximum efficiency rating and sends you back to the Speedway table to continue racing.

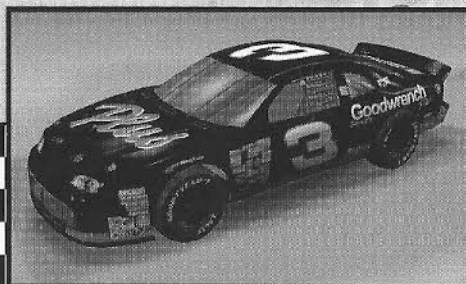


DALE EARNHARDT

Birth Date: April 29, 1951

Home Town: Kannapolis, North Carolina

Team: #3 GM Goodwrench Service Plus



BILL ELLIOTT

Birth Date: October 8, 1955

Home Town: Dawsonville, Georgia

Team: #94 McDonald's®



