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3-D Ultra MiniGolf Deluxe

Rule Book

Contents

Installing 3-D Ultra MiniGolf Deluxe	2
Running 3-D Ultra MiniGolf Deluxe	3
Three Ways To Play	3
How To Putt	4
Hole Descriptions	6
Technical Support	33

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Using This Rule Book

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

While you're in the game, you'll also have access to an online rulebook. 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 Deluxe* CD.

Installing *3-D Ultra MiniGolf Deluxe*

Insert the *3-D Ultra MiniGolf Deluxe* CD into your CD ROM drive. The installation main menu will display several options. Click INSTALL.

Follow the on-screen instructions to complete the installation.

Running *3-D Ultra MiniGolf Deluxe*

If you did a large install of the game, it's not necessary to insert the CD into the drive to play *3-D Ultra MiniGolf Deluxe* unless you want to hear the game's digital audio sound track. Otherwise, you must insert the *3-D Ultra MiniGolf Deluxe* CD into your CD ROM drive before you start the game.

To start the game, go to the Windows 95 Start menu and select Programs. Locate the Sierra folder, click *3-D Ultra MiniGolf Deluxe* and you're ready to tee off.

Three Ways to Play

There are three ways to play *3-D Ultra MiniGolf Deluxe*, 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 (gets one point). If two players tie

for the lowest score on a hole, then no point is awarded for that hole. This "carryover" continues until a single player wins a hole outright. 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. 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.

How to Putt

Anytime you are out on the course, you can click on the Caddy icon found in the upper left corner of the screen. Several options, such as viewing the scorecard, selecting a putter, and choosing between two putting methods are listed here. You may choose to play using Easy Putt or True 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 Caddy 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, lateral movements of the mouse as you move the putter toward the ball do not affect the direction in which the ball travels. Assuming no obstacles or slope, only the direction in which the putter strokes the ball determines the ball direction.

