3-D ULTRA

RADIO CONTROL RACERS

Little Cars, Huge Fun

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SIERRA attractions

The Best In Family Entertainment

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Welcome to **3D Ultra: Radio Control Racers** and the exciting world of radio control racing. Whether you compete against the computer, against a friend, or enter into a complete racing circuit, the goal remains the same — be the first one to cross that finish line. There are four unique cars to master and a variety of challenging tracks so if you're ready, it's time to start that engine!

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GUIDEBOOK

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INSTALLATION

In order to play **3D Ultra: RC Racers** you must first install the program on your computer's hard drive.

AUTO PLAY (The Quick and Easy Way to Install Your Game)
The **RC Racers** CD contains an Autoplay program that automatically guides you through the installation process.

1. Put the CD into your computer's CD ROM drive.
2. Once the Autoplay screen appears, click on the Install button.
3. Follow the on-screen installation instructions. Once you have successfully installed the game, you're ready to play!

What to do if AUTOPLAY Doesn't Work!
If the Autoplay program doesn't automatically bring up the Autoplay installation screen, you need to start the program yourself.

1. Double click on the My Computer icon on your computer's desktop.
2. Right-click on the CD ROM drive showing the 3D Ultra: RCRacers icon.
3. Click the Autoplay option.
4. After the Autoplay screen appears, click on the Install button to begin.

INSTALLING THE GAME

You are given two options when it comes to deciding how much of the game to install; Small and Large. The Large installation option takes up more space on your hard drive but makes for faster game play.

BEGIN PLAYING

Now that you've installed the game, there are several ways to actually begin playing:

1. The **AUTOPLAY** feature automatically starts the game each time you insert the game CD into your CD ROM drive.

2. You may also begin the game by clicking on your desktop **START** button then selecting **PROGRAMS → SIERRA → 3D ULTRA RC RACERS → 3D ULTRA RC RACERS.**

The MAIN MENU Screen

The **MAIN MENU** screen displays your major gaming options.

RACE COMPUTER

Compete with up to three other computer-controlled racers on a track of your choosing. Select this race when you're just looking to relax and practice your skills.

RACE CIRCUIT

The most involved of all three race options, a circuit lets you compete in a series of races against an entire field of computer-controlled racers. Think of this as your "career."

RACE FRIEND

Compete against another player on a track of your choice. This option lets you and a friend race on the same computer viewing the race on a split screen. Computer-controlled racers may be included as an added challenge.

PREFERENCES

This button lets you change certain game settings. See the following section for details.

WEB SITE

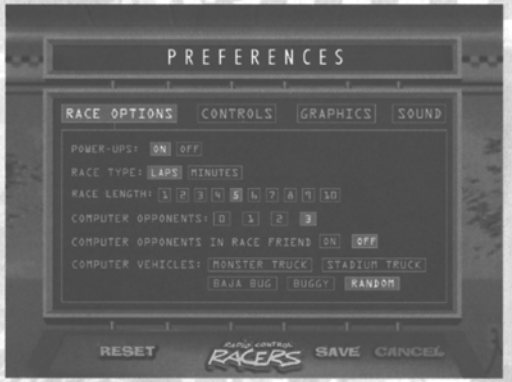
Click on the Web site button to point your web browser to the **3D Ultra: RC Racers** web site. Here you'll find the latest game information, a players area, and links to other 3D Ultra games.

EXIT

Click on the Exit button if you wish to exit the game at this time. You are immediately returned to your computer's desktop.

PREFERENCES SCREEN

Almost every aspect of **RC Racers** can be customized. The Preferences screen is broken up into four windows: Race Options, Controls, Graphics, and Sound. When you have finished making your selections, click on Save to record your changes. You can also click Reset to change the settings to the way they were when you first installed the game or click Cancel to cancel any changes you've made and return to the Main Menu.



RACE OPTIONS

POWER-UPS

Turn power-ups on for a wild race fraught with hazards such as oil slicks and homing missiles. Turn power-ups off for a no nonsense race of pure skill.

RACE TYPE

Choose whether you want races to end after a certain number of laps or after a set amount of time.

RACE LENGTH

Click on a number to select the number of laps (or minutes, if you've selected time-based races) for each race.

COMPUTER OPPONENTS

Select the number of computer-controlled drivers you wish to race against in a Race Computer race. For a solo race without competition, choose zero.

COMPUTER OPPONENTS IN RACE FRIEND

When racing a friend, you may choose to have additional computer-controlled racers participate by selecting On.

COMPUTER VEHICLES

Choose whether you want to compete against a single car type or a random selection of car types in a Race Computer race.

CONTROLS

PLAYER

Click on Player 1 or Player 2 to select which set of controls you wish to change.

CONTROLLER TYPE

You may race your car using a keyboard, mouse, or game controller (such as a joystick). Indicate which of the three devices you intend to use by clicking on the appropriate picture.

CONTROLLER INPUT CONFIGURATION

The default settings for the currently selected device are shown on the right side of the screen. To customize these settings, click on the Forward, Brake/Reverse, Left, or Right control box and then press the key or button that you want to use for this control. Note that you cannot change the mouse controls.

GAME PAD

Click on this box if you are using a game pad controller.

FORCE FEEDBACK

Click on this box to enable a force-feedback joystick.

TUNE

Press the Tune button to display your tuning options. This screen lets more advanced players set their key controls and joystick/mouse inputs with greater precision. Click on the Back button found at the bottom of the screen to exit the Tune screen.

GRAPHICS

AMBIENT ANIMATIONS

Click the On box to enable background animations. These animations have no direct bearing on the race but they are fun to watch.

BRIGHTNESS

You may adjust your screen brightness using this slider bar.

SCREEN SIZE (Resolution)

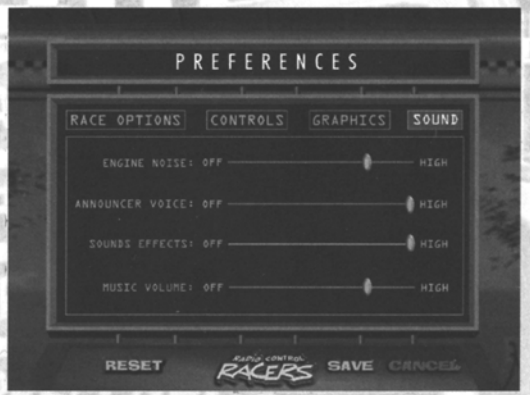
The game may be viewed in three separate resolutions: 640 x 480, 800 x 600, and 1024 x 768.

PLAYER NAME TAGS

To keep track of your racer (and those of your competition), select On to make player name tags visible.

SOUND

Set the volume on the various sound components using the slider bars provided. Moving the slider bar all the way to the left turns off the sound.



KNOW YOUR CARS

RC Racers comes with four models of cars for you to choose from. Each one has a unique set of strengths and weaknesses.

MONSTER TRUCK

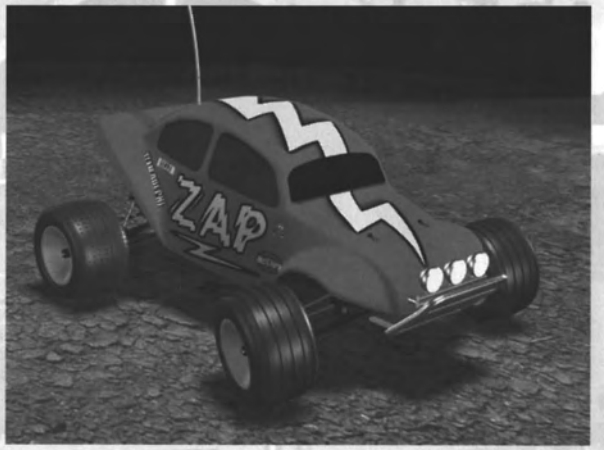
The **MONSTER TRUCK**, with its twin motors and 4-wheel drive, is able to accelerate with surprising quickness. Because of its weight, this racer hugs the track and is extremely difficult to knock over. It is relatively slow however and sails over jumps like a brick.

STADIUM TRUCK

The **STADIUM TRUCK** is both wider and longer than the Buggy. The extra size and weight make it slightly slower but far more stable. The Stadium Truck recovers quickly if hit by another racer and generally performs well in most situations.

BAJA BUG

The **BAJA BUG** has better acceleration than the Buggy and is almost as fast. It's great on the straightaway but possesses a light front end and does not corner well. When knocked over, this nimble racer almost always lands back on its wheels.



BUGGY

The **BUGGY** possesses quick handling and a good top speed. On tracks with a lot of bumps and jumps however, it must be driven with special care. Because it is light and uses smaller tires, the Buggy tends to bounce around if struck by other racers.

CAR CONTROLS

RC Racers can be played with the keyboard, mouse, joystick, or game pad. Here are the default settings for the keyboard and joystick. These settings, as well as those for game pads, can all be changed using the Preferences menu.

PLAYER 1

Control Key	Action
Forward	Up Arrow
Backward	Down Arrow
Left	Left Arrow
Right	Right Arrow
Use Power-Up	Space bar

PLAYER 2

Control Key	Action
Forward	W Key
Backward	S Key
Left	A Key
Right	D Key
Use Power-Up	F Key

JOYSTICK CONTROLS	Action
Forward	Forward Yoke
Backward	Backward Yoke
Left	Left Yoke
Right	Right Yoke
Use Power-Up	Button 1

SELECT A RACE

There are three types of races. You may race against computer opponents, race against a friend (with or without added computer opponents), and finally the ultimate racing challenge; a full-fledged circuit race run on up to eight different tracks.

Before each race you are asked to enter your name and choose a difficulty setting – Easy or Hard. Choose Easy for less intelligent computer opponents and cars that are relatively easy to control. Choose Hard for challenging computer opponents and cars with more realistic (and more difficult) handling.

RACING AGAINST THE COMPUTER

Racing against the computer is a perfect way to practice your skills, challenging up to three computer-controlled opponents.

RACING AGAINST A FRIEND

Racing against the computer is fun, but nothing beats the challenge of a human opponent. This option lets you and a friend race against each other and view the race on a split-screen.

RACING IN A CIRCUIT

Participating in a racing circuit pits your skills against fifteen other racers over a number of different tracks. These races are run somewhat differently in that each race consists of a qualifying race and main event (actual race).

Prior to starting a circuit race, you must enter your name. If you have raced in a circuit before, you will find your name and your current circuit standings listed on circuit sign-in screen. Click on your name and then click Continue to start where you left off. Or, enter a new name to start a new "career." You can also start over using an existing name by clicking on that name and then clicking Delete Player.

There are four circuit races to choose from:

AMATEUR CIRCUIT

The Amateur Circuit consists of four races; one race on each of the following four tracks: Frog Pond Track, Under Construction, Hillbilly Hill, and Backyard Track.

PROFESSIONAL CIRCUIT

The Professional Circuit consists of four races; one race on each of the following four tracks: R/C Pro Extreme, Minigolf Track, Haunted Track and Ultimate R/C.

SUPER CIRCUIT

The Super Circuit consists of eight races; one race on each of the four amateur tracks followed by one race on each of the four professional tracks.

SHUFFLE CIRCUIT

The Shuffle Circuit consists of four races run on four randomly chosen tracks.

QUALIFYING RACES

Before each main event, you must first run a qualifying race. How fast you drive in a qualifying race determines which main event you compete in.

MAIN EVENTS

Once you have run a qualifying race, you are placed in one of four main events, labeled A-Main, B-Main, C-Main, and D-Main. The four racers with the fastest qualifying times are placed in A-Main, the next four racers are placed in B-Main, and so on. The higher the main event, the more points (and money awards) you will receive for winning.

BECOMING A GRAND CHAMPION

When racing in a circuit your objective is to earn a higher point score than any of your opponents. After each race you are awarded a certain number of points (and money) according to:

- the main event in which you are racing,
- your finish within that main event.

At the completion of an entire racing circuit, the point scores are totaled for all the races. Your cumulative point score is compared against those of the other fifteen computer-controlled racers. The top point-scoring racer is declared Champion.

RACERS NOTE: The racer with the fastest qualifying time in a race receives a three point Top Qualifying (TQ) bonus. These points are added to your main race points, which determine the ultimate winner of the circuit.

MAIN EVENTS RESULTS

A-MAIN	
1st Place	20 Points
2nd Place	17 Points
3rd Place	15 Points
4th Place	13 Points
B-MAIN	
1st Place	12 Points
2nd Place	11 Points
3rd Place	10 Points
4th Place	9 Points
C-MAIN	
1st Place	8 Points
2nd Place	7 Points
3rd Place	6 Points
4th Place	5 Points
D-MAIN	
1st Place	4 Points
2nd Place	3 Points
3rd Place	2 Points
4th Place	1 Point

CASHING IN ON YOUR CAREER

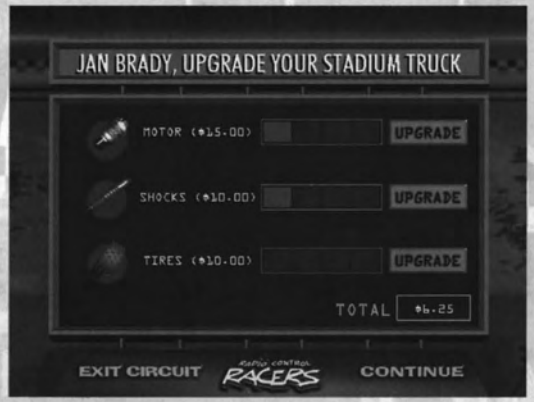
When participating in a circuit race, you receive cash in addition to just scoring points. This money is used to upgrade your cars (see the next section). The following tables list how much money is awarded for each circuit race. If you finish the circuit in the top three, you also receive part of the Champion's Bonus, a one-time dollar award.

MAIN EVENT	1st Place	2nd Place	3rd Place	4th Place
A Main Event	$12.50	$11.00	$10.00	$9.00
B Main Event	$10.00	$8.50	$7.50	$7.00
C Main Event	$7.50	$6.00	$5.00	$4.00
D Main Event	$5.00	$3.50	$2.50	$1.50
Champions Bonus	$40.00	$25.00	$15.00	- 0 -

UPGRADING YOUR CAR

When you first select a car to race, what you get is the basic stripped down model car. It's up to you to provide it with better equipment (tires, shocks, and motor). Upgrading your car costs money. The only way to make money in **RC Racers** is to win races.

The Upgrade menu appears before every qualifying race. This screen shows you the amount of money you have to spend and lets you choose what equipment to upgrade. Each piece of equipment can be upgraded separately. To perform an upgrade, simply press the Upgrade button corresponding to the piece of equipment you wish to improve. The cost of the upgrade is automatically deducted.



MOTOR
The motor is one of the most important parts of your car. Having a better motor increases your car's top speed and acceleration.

SHOCKS
Shocks affect how well a car handles rough sections of track. Upgrading your shocks gives your car improved bump and jump handling plus greater overall stability.

TIRES
Tires affect the amount of traction that a car exhibits. Better tires give your car greater traction letting it stick to the track at higher speeds with less slide-out both front and rear.

RACER'S NOTE: You may only upgrade a car while participating in a circuit race and only the car that is currently being raced may be upgraded.

SAVING YOUR UPGRADES

Your car upgrades and unspent cash rewards are automatically saved for you whenever you exit or finish a circuit race. To continue where you left off, simply enter the same name when you choose Race Circuit from the Main Menu. Different players can have different car setups simply by entering different names when they choose to race. You can also maintain different circuit careers for yourself by changing your name slightly (Shawn, Shawn2, Shawnster...).

POWER-UPS

When the Power-Up option is enabled on the Preferences screen, power-up icons are placed in strategic locations along the length of the racecourse. Running over these power-up icons gives your car special abilities.

A power-up may be activated at any time during a race by pressing the spacebar or trigger button. Power-ups are only good one time, after which the special ability disappears until you run over additional icons.

TURBO BOOST
When a Turbo Boost power-up is activated, your racer is given a short burst of additional speed. Although this acceleration is brief, in a close race it might be just enough to send you over the finish line ahead of your opponents.

BOTTLE ROCKET
When a Bottle Rocket power-up is activated, your racer launches a Bottle Rocket that "homes" in on the lead racer. Racers hit by a bottle rocket become momentarily uncontrollable. Because the rocket cannot make sharp turns, skillful drivers can sometimes elude them.

ELECTRO SHOCK
When an ElectroShock power-up is activated, your racer releases an arcing ball of electricity that strikes any opponents that attempt to pass. Racers that are zapped by this electricity slow down for a short period of time.

FIRE CRACKER
When a Fire Cracker power-up is activated, a firecracker is instantly released from the rear of your racer. The firecracker has a fuse that lasts about five seconds. (A racer that hits a firecracker instantly triggers an explosion as well.) When it explodes, racers that are caught in its blast radius, including your own, are knocked over.

GHOST DRIVE
When a Ghost Drive power-up is activated your racer becomes "ghosted" (transparent) and is no longer affected by your opponent's power-ups. Ghost Drive also lets your racer drive through water hazards such as ponds, lakes, rivers, or sprinklers without slowing down.

OIL SLICK
When an Oil Slick power-up is activated, a pool of oil is released from the rear of your racer. Racers that drive over an oil slick lose traction and become uncontrollable for a short period of time.

RACER'S NOTE: Collect multiple power-ups by hitting the same power-up several times. Be careful, if you hit a different power-up, you'll get the new one, and lose your collection.

TECHNICAL SUPPORT

If you need additional help installing or using this game, and you can't find the answer in this guide or the README file, contact Sierra's Technical Support Department. Sierra On-Line offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site.

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SIERRA WARRANTY & LEGAL INFORMATION

Sierra's end user license agreement, limited warranty and return policy is set forth in the EULA.txt, found on the CD, and is also available during the install of the product.

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