

P A P Y R U S™

NASCAR

RACING



SIERRA®

<http://www.replacementdocs.com>

IMPORTANT

DO NOT FORGET TO RETURN YOUR WARRANTY CARD INCLUDED IN THIS MANUAL

In order to benefit fully from all our customer support services, you should return this card asap. We can't help or support you if we do not know who you are!

SIERRA CUSTOMER SERVICES

TECHNICAL SUPPORT

In order to provide you with the best possible service, we have two hintlines and a direct technical support hotline where our specially trained technical support team will be ready to take your call.

FREE SUBSCRIPTION TO THE SIERRA GROUP'S VERY OWN MAGAZINE

In order to keep our valued customers better informed, our free of charge magazine will provide you with all the latest information on all our new products as well as practical advice and useful tips.

THE FREE SIERRAORIGINALS CATALOGUE

The SierraOriginals catalogue contains details of all the forthcoming titles in the range.

WE WOULD LIKE TO TAKE THIS OPPORTUNITY TO THANK YOU FOR PURCHASING A SIERRAORIGINALS TITLE. WE SINCERELY HOPE THAT YOU ARE COMPLETELY SATISFIED WITH YOUR PURCHASE AND HAVE FUN PLAYING IT.

DEAR SIERRAORIGINALS CUSTOMER,

You hold in your hands a part of computer gaming history. All these titles have the original storyline and technological innovations that have helped define and create the PC-Gaming industry as it appears today. Consider these titles as pictures in a scrapbook - a snapshot of history that has helped to evolve the computer gaming industry. All of the SierraOriginals titles have been kept in their original form. No attempt to modernize or improve the game was made with these titles, in order to maintain the sense of nostalgia.

Some of the CD's may contain a **PATCH** directory. To determine if your program has a PATCH program, go to your CD-ROM prompt in **DOS** (i.e., your D:\> assuming your CD-ROM drive is labeled D) and type:

DIR (ENTER)

If the directory listing has a **[PATCH]** option, then you will need to add these patch files into the game directory after installing the game to your computer. For example, if you installed King's Quest V, and you noticed a directory called **[PATCH]**, you would use the following command to copy the patches into the KQ5 directory:

COPY D: \PATCH*. * C: \SIERRA\KQ5 ((ENTER))

NOTE: the above example assumes that your CD-ROM is labeled as your D drive, and you installed the game to your C hard drive into the directory \SIERRA\KQ5. Please substitute the correct path information in the example above.

Windows'95* users may also have to play the game under DOS, since many of the titles are true DOS games and were created before Windows '95 was released. When using Windows'95, you can re-start your computer in a true DOS mode by clicking on the START button, selecting the SHUT DOWN option, and selecting the "Restart the computer in MS-DOS mode?"

Please note that when re-starting your machine in MS-DOS mode, you will need to ensure that your DOS based drivers are loaded for your CD-Rom drive, Soundcard and Mouse, otherwise these devices may not function correctly. For instance if your CD-Rom drivers are not loaded in DOS, then you will get an «invalid drive letter» error message when trying to access the CD, although access of the CD through Windows'95 itself is fine. Many systems that come pre-installed with Windows'95 may not have these DOS drivers loaded into memory by default. If you are unsure of how to load these drivers, then check the documentation that came with the peripheral that you are having trouble with. Alternatively, contact your manufacturer with details of the problems and they should be able to quickly get your system functioning quickly and easily.

Finally, many of these products were released before many of the high quality sound cards such as the AWE 32, Gravis Ultrasound and Ensoniq SoundScape had been released. When selecting an audio/music option for the game, your best bet is to select the AD-LIB option.

Respectfully,

Quality Assurance Department.

START UP PROCEDURE

SYSTEM REQUIREMENTS

Before installing Nascar Racing, check to ensure that your computer meets the minimum hardware requirements for Nascar Racing. If you have any difficulty running the game, be sure to use a bootable floppy disk prior to starting the game.

CD-ROM VGA

386 DX 33 Mhz or greater, 6 MB RAM (will run with 4 MB RAM with reduced graphics details), MS-DOS 5.0 or later, VGA, hard drive with 15 MB free.

CD-ROM SVGA

486 DX2 66 Mhz or greater, 8 MB RAM, MS-DOS 5.0 or later, SVGA, hard drive with 8 MB free.

Installation Program

1. Insert CD-ROM of Nascar Racing into CD-ROM drive.
2. Type the name of that drive (e.g. D:) then press **<ENTER>**
3. Type **CD\NASCAR <ENTER>**
4. Type **INSTALL <ENTER>**
5. Enter the letter of the drive you wish to install to (e.g. C:) then press **<ENTER>**
6. Enter the directory you wish to install to (e.g. \NASCAR) then press **<ENTER>**
7. Select CD-ROM Installation or Hard Disk installation. If you choose CD-ROM Installation, only a few necessary files will be copied to the hard disk. If you choose Hard Disk installation the entire program will be copied to the hard disk.
8. When you see " **Installation successful** ". Press " **ENTER** ", press **<ENTER>**.

SETUP

1. Installation will leave you at the NASCAR® Racing Setup Program screen. You can also run the Setup Program from the game directory (C:\NASCAR> if you selected the default directory during installation) by typing **SETUP <ENTER>**.
2. Select Change Sound Card from the menu.
3. Choose your digital sound card from the list and **<ENTER>**.
4. Enter requested setup information. You will need to know the I/O Port Address, IRQ, and DMA for your sound card. Refer to your sound card documentation for this information.
5. Choose your MIDI card from the list. FM Synthesis is appropriate for most cards.
6. Enter requested setup information. For the AWE32, use 620. Most SoundBlaster or Adlib compatible cards should be set at 220, and most general MIDI cards should be set at 330. Refer to your sound card documentation for this information.
7. Choose Make a Bootable Floppy if you have only 6 MB RAM or less, or if you have any difficulties running NASCAR® Racing. Follow directions on screen to create the bootable floppy.
8. Choose View README File to read important updates about NASCAR® Racing.
9. Choose Exit to leave the Setup program.

Starting NASCAR Racing.

1. Insert CD-ROM into your CD-ROM drive.
2. From your hard drive, type **CD\NASCAR <ENTER>** (or substitute the name of the directory that you selected in the installation)
3. Type **NASCAR <ENTER>** to start **VGA mode**.
4. Type **NASCAR -H <ENTER>** to start **SVGA mode**. (Consult Loading Vesa Driver for your graphics card below.)

ATTENTION WINDOWS 95 USERS

Installing NASCAR Racing under Windows 95

1. Select The **Start** menu from Windows 95.
2. Choose **Shut Down**
3. Choose **Restart in MS-DOS mode**
4. From this point, follow normal installation instructions found in the Installation.

Sound Card Setup

1. From the **Setup** menu, select **Change Sound Card** - Automatic
2. Follow on screen prompts to confirm the sound card setup
3. If Setup is unable to set up your sound card, select **Change Sound Card** - Manual from the **Setup** menu.
4. Select **Change Digital Sound Card** and choose your **Digital Sound card** from the list. Enter the Port Address, IRQ and DMA for your sound card.
5. Choose **Change Midi Sound Card** from the list and choose your Midi Card (we recommend FM Synthesis for most cards). Enter the port address (0388 for FM Synthesis, usually 0330 for other cards)

Note : If you are unsure of your sound card's Port Address, IRQ and DMA, you may be able to find them in your autoexec.bat file. Look for the line that says Set Blaster=. The A# is the port address, I# is the IRQ, and D# is the DMA. If you are unable to find the sound card settings, please contact your computer or sound card manufacturer.

Running NASCAR Racing under Windows 95

1. Select the **Start** menu from Windows 95.
2. Choose **ShutDown**.
3. Choose **Restart in MS-DOS mode**.
4. Insert the NASCAR® Racing CD into the CD drive (CD-ROM version only).
5. At the DOS prompt, type **CD\NASCAR** <enter>.
6. Type **NASCAR** <enter> (or **NASCAR -H** <enter> to start SVGA).

Note : On some systems, you may be able to use a Short Cut to play the game, but restarting in MS-DOS mode is the most reliable and best simulates the actual environment the game was designed for.

Possible Memory Problems

Windows 95 requires more RAM than DOS, and will leave less available for NASCAR Racing. If you have only the minimum requirements for NASCAR® Racing (6 MB for VGA, 8 MB for SVGA), you may not have enough RAM to run the game or to get sound. Consider adding more RAM to your system.

If you have no sound, try starting the game by typing

NASCAR -F <enter> for VGA

NASCAR -H -F <enter> for SVGA

(Please include the spaces and the " - ")

FREE : NASCAR®, Racing 2 playable demo

- **You have to install NASCAR®, Racing 2 playable demo through MS-DOS or with MS-DOS mode through Windows'95.**
- **16 MB Ram and a Pentium processor are required.**

1. Insert the **SierraOriginals** CD into your CD-ROM drive.
2. Type the letter of your CD-ROM drive followed by a colon. For example, if your CD drive is "D ", type "**D:**", then press [**Enter**].
3. From " **D:** ", type "**CD N2DEMO**" and validate by pressing [**Enter**].
4. Type [**Install**] and press [**Enter**].
5. Follow the on-screen instructions.

Once the program is installed, your sound card must be detected.

From " **C:** " prompt (" **C:** " being the drive on which the game is now installed):

- Type "**CD NASCAR2**" and press [**Enter**].
- Then, type "**SETUP**", validate and follow the on-screen instructions.

To start the demo:

- Type "**CD NASCAR2**" and validate.
- Type "**N2DEMO**" and validate.

QUICKSTART

All right, you've just got the game installed on your hard drive and you're dying to get behind the wheel, so here's how to get up and running quickly. Just remember that NASCAR® is no simple racing game and once you've blasted round the track a bit, make sure you return to the manual and learn how race a car, rather than just drive into the perimeter wall at high speed.

First of all you should decide whether you want to race with a joystick or with the keyboard. Choose one of the Options option from the main menu and then click on controls. Here you can calibrate your joystick or choose the keys you'd like to use. The game assumes that you want to use a joystick, so if you want to use the keyboard, click on Set Controls. To set a key for a particular function, simply click on one of the option using the arrow and enter keys and then press the key you'd like to use. When you're happy, click on Done and return to the main screen.

From the main screen choose the Preseason testing option by clicking up or down with the arrow keys and then hitting the enter key. This will enable you to get to know your car on a closed course, with no other car present.

The car screen will now appear. Use the arrow keys to scroll down the list until you come to Talladega and then hit Enter. This racetrack's very fast, has got high-banked corners and is equipped with very wide straights, making it perfect to practice on.

You will now see the preseason testing menu screen. A car has already been prepared for you, so you'll be able to hop straight into the driver's seat. Use the arrow keys to select the Testing option and then hit the Enter key.

And here you are behind the wheel of a high performance NASCAR® Racing car. Important things to note : the steering wheel is not on the right or in the center, it's on the left.

All your important dials are on the dashboard - they're not there for effect either; you've got to learn to pay close attention to these if you're not going to blow your car's engine.

At the moment your car is sat in the pit lane of the track. Accelerate out of the pit lane and onto the race track. Unless you've turned on the Manual Shifting option from the Realism menu, the computer will do all the gear changes for you, so you'll just have to worry about steering and braking. If you're changing gears yourself, you should aim to hit a higher gear at

about 7000 rpm.

Talladega's got 33 degrees banking, so try not to overcorrect the steering as you hit the first corner, instead almost let the car choose your line. The dotted line on the race track is 10 feet from the barrier, so it's a good line to choose. As you come off the corner and down the back straight you'll see an orange ball, these indicate the start and end of the corners. Try and enter the corners from just right of center.

As you finish a lap you'll see a Pit Board appear in the upper left of the screen. The top time is your average speed on the last lap and the bottom time is your best average speed.

To quit out of a race at any time, just hit the escape key. To change your car's set-up choose Garage from the Preseason Testing screen. Then to go back onto the track just click on Resume.

In car - Know your dashboard.

You'll be driving exceptionally powerful cars in this game. They are race-tuned, high performance monsters that accelerate so fast they can suck your eyebrows off your face. However in order to perform so well, to move so fast and to hold the track that well, they need to be fine tuned - these are no go-karts. Therefore, to get the most out of your car you've got to pay close attention to what's happening under the bonnet - ignore all those red lines and you'll end up with more than oil all over your face.

THE CAR DASHBOARD

Speed

Surprisingly, this gauge tells you how fast you're going - needless to say, it's an important feature.

Fuel Gauge

Your car runs on petrol, not air so you'll have to keep a close eye on this gauge. The needle indicates how much fuel you've got remaining. When it's pointing all the way to the right, you're full (22 US gallons), when it gets into the red you've got three gallons left. That little red light above the gauge comes on when you're due for a refuel.

Oil Pressure

Oil pressure isn't something you have to worry about too much in a road car, but it's vitally important to racing cars. The gauge indicates the current pressure the oil is under in your engine. If your car's running normally, it should read 80 psi. If you over-rev the engine the red warning light will come on, keep on over-revving the engine and you're likely to blow it up.

Water Pressure

This gauge indicates how hot the water in your car's radiator is. If your car's running normally, it should read about 200 degrees. Again, the red warning light indicates that the radiator's getting too hot. To stop the car getting too hot, you should avoid over-revving the engine. Oh and try not to ride in the other cars' slip-streams too much, because this robs the radiator of its air-flow.

Gear

This shows you which gear your car's in. Obviously, this doesn't matter too much if you've got automatic gear-shifting on, but if you're changing gear's it's a jolly useful indicator.

Tachometer

Or to put it in another way, your revometer. This dial indicates your engine's revolutions per minute - or how fast the engine's pistons are operating. By paying close attention to this dial you can judge your gear changes to perfection. Avoid straying too far beyond 8000 rpm, because you can blow your engine up. And that's not good.

Oil Temperature

Like all cars, your engine is cooled and lubricated by oil. Normal temperatures are about 200 degrees, go beyond this and - guess what - you can blow the engine up. If your red-warning light stays on consistently, try increasing the rear spoiler angle in the pits.

Rear View Mirror

Not exactly a new technology, but still a very useful one. Cars in the middle section are directly behind you, those to the left or right are displayed in the left or right. Much like a real mirror, really.

Finding your way around NASCAR®

Once you've had a play with the practice sessions and learnt a bit about controlling your car, you can get to know the game a bit better. To win a race you've got to set-up your car correctly and then use its qualities tactically. Do everything right and you can become the NASCAR® champion.

The Main Menu

Everything is assessed from this master menu. To select an option, use the up and down arrows to highlight a choice and then hit the enter key. Or, alternately, use the joystick to move the bar up and down and press fire to select. To work your way back through the menus, just hit the Escape key. Note: you can also press Escape during a race, to return to

the options menus. The menu selections are summarised below.

Single race

Enables you to compete in a race on the track of your choice. After you've chosen a track you can do battle with the other stock cars in practice, qualifying and race sessions.

Championship Season

If you think you've got what it takes to win the Season Title of NASCAR® Racing, then here's where to start. Each race is contested in the actual order that the NASCAR® association use. However, the schedule will only take into account those tracks that you've installed on your computer.

Preseason testing

Make use of unlimited private test time on the track of your choice. Hone your driving skills to the maximum without having to worry about other cars. This is the best place to start if you just want to practice.

Multiplayer Race

This option enables you to race against a friend. You'll need either a modem or a null modem cable (direct-connect lead).

Driver Info

This option enables you to personalise your car, enter your own details and check out the competition.

Options

Customise the game's technical variables to your satisfaction. Graphic detail, sound, realism options, joystick calibration and frame rates can all be tweaked from this option.

Exit

Surprisingly enough, this quits the game, drops you back into DOS and lets you get on with all those scintillating jobs such as cataloguing your personal collection of wombat dung.

Note to Mouse Users

This game does not include mouse support. You won't be able to select menu items or drive the car using the mouse - instead you'll have to use either a joystick or the keyboard. You will however, need a mouse if you're going to use the Paint Kit option to personalise your motor.

Single Race Menu

If you don't want to get involved in a championship season, and just fancy a quick, frantic race, then here's where to start. From here you can tune up your stock car, get some practice time

in or watch yourself on replay.

Replay

Watch highlights from the track. You can save, load or edit replays from this menu.

Garage

Save or load car set-ups and tinker with your car until it's running just the way you want it to.

Practice

It's all very well chugging around a track on your own, but sooner or later you're going to have to get used to all those other cars that will be battling you for a place on the podium. This offers you a good opportunity to sort out any wrinkles in your car's set-up.

Qualify

When the car is set-up you can qualify for the race and earn your place on the grid. You'll find out pretty soon just how important it is to be at the front of the grid with the big boys.

Warm-Up

You've qualified and now it's time to load your race set-up and get the feel of your car. This is a good time to check out the track and the conditions too.

Race

You've done all your homework, you've hunched over the engine with a ratchet spanner and a can of WD-40 and now it's time to put it all to the test.

Next Session

This option enables you to advance to the next session of a race weekend. For example when you're happy at practice, click here to go on to warm-up. If you skip the qualification option you'll automatically be placed at the very back of the grid.

Standings

How are you doing so far. Check this option to see where all your effort's getting you and how well the opposition are doing.

Save / Load Race

If you're half way through the best race of your life and you suddenly realise that Baywatch is on, you can save it and continue at a later date.

Exit

Enables you to leave the track.

The Options Menu

Not everybody's got a rapid PC, or indeed a state-of-the-art soundcard. Because we're

interested in making every PC owner's experience with NASCAR® an enjoyable one, we've included plenty of options. These enable you to set the game up to play just the way you want it. If the cars' engine noises are annoying you, or you want to calibrate your joystick, this is the place to come.

Controls

This is a very important menu, not least because you can't use a mouse with NASCAR®. Choosing controls will reveal a menu that enables you to calibrate your joystick or wheel device. For instance, you can decide to just use the joystick for steering while using the keyboard to accelerate and brake with. I don't know why you'd want to do that but, hey, we give you all the options in this game, buddy. To assign and choose Set Controls and then assign each item individually. So if you want to use the joystick to accelerate, push forward on your joystick at the prompt. Please note: wheel or yoke users will need to choose Linear Steering while joystick users should select Non-linear Steering. If you are using a wheel device and the menus scroll by rapidly, press J to disable the joystick axis and use the keyboard to make selections.

Realism

All right, so we know that it already feels like you're sat behind the wheel of a large stock car, but you may want it to be so real that you could practice this game and then participate in the real thing. This menu enables you to customise race lengths, make your car indestructible (you cheater, you), allow/disallow yellow flags or pace and accept random weather conditions.

Race Length

Do you want to go the whole distance, or just take part in a short race? Select this option and scroll up and down to increase or decrease the race length. 10 % of a 500 mile race would be 50 miles. Please note that during a championship season, you've got to complete the whole race.

Car Damage

This setting has no effect on the computer controlled cars, only on your stock car. If you want to feel every knock and scrape (and pay the penalties in damage for them) then choose Full. Alternatively, choose Cars Only so that only those collisions with computer controlled cars will damage you. Choose Walls Only if you only want to damage your car when you hit a wall. Choose None if you want to be indestructible.

Note : Even if you've made your car's exterior indestructible, you can still screw up the engine by over-reviewing it or by neglecting the tyres.

Yellow Flags

If you don't want the race stopped, no matter what happens, then toggle this on or off.

Pace Lap

If you don't want a one lap warm-up before a race then turn this off. If you don't use the pace lap, be warned, you will effectively enter the car when it's moving.

Weather

Choose Random Weather if you want typically variant conditions. If you want to pick the race weather than click on Constant Weather.

Opponents

Do you want to race against men or boys? You can choose from this menu.

Maximum

Sets the number of cars you'll be racing against. If you've got a slower PC, race against fewer cars and the game will run faster.

Strength

This is a skill level setting for the computer controlled cars - 100 % is a realistic driving ability. The lower the value, the slower and less intelligent the cars.

Drawing

How many cars do you want in front of you, and how many behind ?

Driving Aids

Nobody said that driving a stock car was going to be easy. But we're reasonable guys, so we've included these add-ons to help you learn your way around a NASCAR® race track.

Automatic Shifting

If you keep blowing engines through over-revving, let the car change gears for you.

Automatic Braking

If you keep hitting walls and other cars at high speed, try letting the car brake for you.

Steering Help

Why bother playing the game at all? But seriously, this lends a guiding hand to your steering wheel.

Graphics Details

By setting this series of variable up correctly, you can best use your particular PC's abilities.

If you've got a Pentium then set everything to full and you'll be all right, lesser mortals should read on. If the game's animation seems a bit on the juddery side, then you may need to turn off some of the items, so freeing up some processor time. Turn off those graphics items that are of least importance for you, until the game's running as smoothly as you'd like.

Your choices (with the exception of Frame Rates) are On, Off and Auto. Choose On to always see a particular kind of graphic detail, choose Auto to let the computer decide when it's being overworked and choose Off to turn that detail off completely.

The Minimum Frame Rate refers to the minimum animation speed that you want the game to run at. The higher the frame rate, the better the animation and vice versa. The Maximum Frame Rate tells your computer what sort of animation speed it should aim to achieve.

Graphics Hotkeys

You can change the level of graphic detail from within the game by using these numeric hotkeys :

1. Grass Texture : Turn the grass on or off.
2. Asphalt Texture : Switches between solid grey road and gorgeous texture tarmac.
3. Object Texture : Press once to turn off billboard, building and some grandstand textures. Press again to remove the objects all together. Press a third time to restore the crowd to the grandstands.
4. Grandstand Texture : Toggles between full and empty seats.
5. Wall Texture : Toggles between solid colours and textured and signed walls.
6. Horizon Texture : Press to switch the trees On and Off.
7. Car Texture : Switches all logos and decals on and off the cars.
8. Smoke/Dirt : Press once to turn smoke and dirt clouds off, once again to restore them.
9. Skids/paint : Takes the lines off the road and the skidmarks off the track.

Sound

From this menu, you can set the specific volume level of all sounds utilised in the game : 100 % represents full volume. For instance, if you can't hear the engine for the announcer, then turn him off on this page.

Arcade Driving

At any time during a race, you can switch the view from in-car to a 3D arcade view. Hit the F10 key once and you'll enter telephoto arcade mode. Press F10 again and you enter wide view arcade mode. To return to the car, simply hit F10 one more time. All of your stockcar's

essential gauges are displayed at the bottom of the screen.

Instant Replay

To enable you to enjoy your victories to the full, NASCAR® comes fully equipped with a video replay system. All of the cars are kitted out with onboard cameras and you can view the pictures these produce, using a VCR style display. Moreover, replays can be viewed from any cars that were on the track at the time, giving you somewhere in the region of three hundred possible playback angles.

To start instant replay, just hit the Esc key during a race and click on the Replay option. You will now see the most recent bit of footage from the race, using the default camera angle. In the upper right corner of the screen is the footage counter that tells you exactly which frame is being displayed at a particular time. In the lower left of the screen are the driver's car number and name. Beneath this is the VCR command bar. To use any function just move the arrow keys left and right or press Enter to select.

The first button (some scissors) enables you to cut out those laps that you don't want to use. To use this, cue to the point at which you want to start the footage and click the button once. Then cue to the end of the footage and press the button again.

The next button (a camera) enables you to switch cameras. This way you create a television style recording of events.

The car icon enables you to view the onboard camera inside a particular car.

4th button is a Timing/Telemetry button. Pressing once selects the timing stopwatch icon, pressing twice activates telemetry and a third click turns both these features off.

The next four buttons enable you to rewind, search, play/pause and fast forward through the footage.

Finally there's a Disk Utilities icon that enables you to save your footage to disk.

The Garage Menu

It's all very well being the quickest driver on the track, but unless your car's up to scratch you'll still end up in the lower places. The way around this is to set your car up correctly. The stock cars used in NASCAR® can be tweaked in almost the same number of ways that the real things can, so if you lose you've got no reason to complain about the car - it's up to you.

Tyres

Obviously, the state of your tyres is vitally important if your car's going to perform well. This menu enables you to replace worn tyres, read their temperature and adjust their stagger and pressure.

You've got the option of driving with either Goodyear or Hoosier tyres. The difference between the two is that Hoosier tyres are faster and thus good for qualifying with, while the Goodyear tyres last longer and are therefore better in a race.

Tyre Temperature/Pressure

Tyres get hot. This isn't actually a bad thing, as the hotter they get, the more adhesive they get - in effect you stick to the road better. Tyre temperature relates almost entirely to the pressures you use - over inflate a tyre and it'll get too hot, under-inflate it and it'll never get hot. If it's running at 200 degrees then you're not pushing it hard enough, conversely if it's over 250 degrees then you can expect it to have a very short life.

Wheel Stagger

This is the relationship between the diameters on the left and the right hand side tyres. Race teams will often use larger tyres on the right side of the car, because it's the outer side of the car on NASCAR® ovals. This set-up makes the car easier to drive into turns.

Fuel

Your stock car runs on unleaded petrol with an octane rating well over 104 (compare this to normal petrol's octane rating of 93). Your fuel tank can hold 22 US gallons of fuel, although it's worth remembering that this alters the car's handling abilities, as the more fuel you hold, the heavier the car.

Spoiler Adjustments

To help your car stick on the road, you can add a certain amount of downforce to it, by adding a spoiler. The trade-off is that, the more downforce you create, the more drag you'll have and the slower you'll go. You have a front and a rear spoiler. The front air dam can be raised or lowered. The higher the setting, the easier it'll be to steer, but you'll also shave a bit off your top speed. By choosing More from the air dam menu, the air dam is lowered thus providing more downforce. The rear spoiler creates downforce on the back of the car. The more downforce on the rear, the less grip you'll lose going into a corner. As with the front air dam though, you'll pay in terms of top speed and fuel performance.

Suspension

Altering the suspension of your car will change the way that it handles - that is, how it behaves going into corners, how it steers and how it reacts at high speed. To tweak your suspension you should look at your tyre temperatures to see where possible problems are occurring. For instance, if one side of the tyre is much hotter than the other, camber adjustment will be nec-

essary. Your goal is to strive for even temperatures on the tyre by altering the camber. In order to see what effect your changes have made you'll need to return on the track to test it out.

Weights and Wedges

Your car has to weigh at least 3500 lbs, however where you distribute that weight is entirely up to you. There are three weight options available to you, those being Left Bias, Rear Bias and Cross Weight.

If your car's going to be turning left a good deal, as it will at Darlington, you'll need to add a bit of weight to the left, to offset the transference of weight to the right when you turn. To add Left Bias choose this option from the Weight Jack menu.

When you're moving at high speed, lots of weight will be thrown on the back of the car. To compensate for this you can add more weight on the front. This weighting will relate to the kinds of speeds you'll be achieving during a race.

The Cross Weight option is a specific weight transference - it enables you to place weight over a specific wheel. This kind of setting's good if the race track you'll be competing at has lots of left-hand corners (that's pretty much all of them). This setting enables you to place, say, weight over the left rear wheel, making turning at high speed much easier.

Shock Stiffness

Your car has a gas-filled shock absorber at each wheel, they are there to stabilise your car during turns. By adjusting the stiffness of each shock absorber, you can improve your car's cornering performance. Stiffer shocks, cause the car to " reset " quicker, but the down-side is that they can cause over-reaction of the handling. Softer shock settings mean that a roll (when you corner) will last longer, but the car will be much more forgiving. If the car pushes too much, stiffen the rear end a bit, if it feels too loose, soften the rear and/or the front shocks.

Wheel Lock

This relates to your car's turning circle. If you're racing on a track (such as Talladega), where you won't need to steer much, then you can decrease the wheel lock. On one of the more erratic courses, you'll need more of a turning capatibility to deal with the traffic. To change this option, choose Wheel Lock from the Suspension section of the Garage menu.

Gear Ratios

A track like Talladega requires a lot of top speed, while a course like Martinsville demands potent acceleration. Your car's abilities in respect of top speed or acceleration relate to the gear ratio you've chosen. Basically, taller gears are used to generate more top speed, short-

er gears tighten the power curve generated by the engine, making the car accelerate quicker. To change the gear ratio, select Gear from the Garage menu. Choose More if you want a smaller gear that produces less RPMS and more acceleration. Choose Less if you want a taller gear that gives you a higher speed, but less acceleration. If your oil pressure warning light flickers constantly while you're in fourth gear, select Less to provide fewer engine rpms.

Options

From this menu you can load, save or delete your car set-ups. This is a worthwhile practice as you'll need a different set-up for each track you race. There are three pre-defined set-ups called Easy, Fast, and Ace. The Ace setting is a very quick, but hard to handle car.

Troubleshooting

Loading Vesa Driver for Your Graphics Card

The SVGA mode of NASCAR® Racing requires a graphics card and monitor capable of running 640x480x256 color. You will need to install a VESA driver for graphics card. The VESA driver is a TSR (terminate and stay resident) program that is run to activate certain functions of the graphics card. It is usually provided with the graphics card on a diskette. Check your hard drive for a graphics card sub-directory. Look for the driver within that sub-directory. The filename will be similar to VESA.COM or VVESA.COM. If you are unable to find the driver on your hard drive, you will need to copy it from the diskette to the hard drive.

Run the driver from the command line by typing the name of the driver and pressing **<ENTER>**. If a VESA driver did not come with your card, contact the card's manufacturer. For more information on the VESA driver, consult the user's guide for the graphics card. You may also use the UNIVESA driver provided with the NASCAR® racing program. This driver may not be used with all graphics cards, so we recommend that you use the driver provided by your graphics card. If you receive error messages or other problems executing the driver, it may not recognise your graphics card. When you install the game, the driver will be installed to your hard drive. Use the following instructions to run the UNIVESA driver.

1. From the hard drive, type **CD\NASCAR\UNIVESA <ENTER>**

(or substitute the name of the directory you selected during installation)

2. Type **UNIVESA <ENTER>**

NASCAR® Racing Keyboard Reference Guide

While Driving

- [A]** Accelerated Time
[SHIFT] [R] Restart Session
[P] Pause/Unpause Game

Radio Information

- [F1]** Lap Info
[F2] Standings **[< >]** = down/up list
[F3] Fuel **[< >]** =select amount
[F4] Check Current Tire Temps
[F5] Specify Tire Change **[SPACE]** =choose tire
[↓] =change yes/no
[F6] Cross Weight **[< >]** =less/more
[F7] Spoiler **[< >]** =lower/raise
[F8] Stagger **[< >]** =less/more
[F9] Pit Status **[↵]** =repair yes/no
[F10] Arcade Driving Views

General Controls

- [ESC]** Back One Menu
[J] (At Main Menu) Joystick Menu Control On/Off
[CTRL] [J] (At Main Menu) Calibrate Joystick(s)
[HOME] Top Of Menu
[END] Bottom Of Menu
[PG DN] Down Menu
[PG UP] Up Menu

Graphics Detail

- [1]** Grass Detail On/Off
[2] Asphalt Detail On/Off
[3] Objects On/Off/None
[4] Crowd On/Off
[5] Wall Detail On/Off
[6] Horizon On/Off
[7] Car Detail On/Off
[8] Smoke/Dirt On/Off
[9] Skid/Paint Marks On/Off

CUSTOMER SERVICES

Technical Support Tel: (0118) 920 9111

Fax: (0118) 987 5603

Lines open 24 hrs, 365 days a year, using our automated technical support attendant. This system includes answers to all commonly posed questions and problems with our new and major titles. It is set up in a friendly and easy to use menu system that you navigate through using a touch tone telephone. If the answer to your question is not in our automated system, then you will be transferred to a technician between the hours of **9am and 5.30pm Monday to Friday**.

Here are some key-presses that will allow you to navigate through our automated attendant. Note that these are the standard letter assignments that are given to UK telephones so if your phone has letters on the keypad, please use them instead:

2: A, B, C	3: D, E, F	4: G, H, I	5: J, K, L	6: M, N, O	7: P, R, S	8: T, U, V	9: W, X, Y	0: Q, Z
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Before you call our technical support lines, please check that you have read the Readme file included on the game disk #1. You may well find a very quick answer to the problem that you are facing as these files contain answers to most common problems. If the answer is not here, make sure you have precise details of any error message that you receive, and details regarding the specifications of your computer before you call us, as this will help us in giving you a faster and more efficient service.

If you would prefer to write to us, please send your mail to the following address:

HAVAS INTERACTIVE UK Ltd.

Customer Services / Mail Order / Tech Support Department

2 Beacontree Plaza

Gillette Way

Reading • Berkshire

RG2 0BS

United Kingdom

Sierra UK Web site

<http://www.sierra-online.co.uk>

UK Website includes technical support, mail order, chat rooms, product information, game demos and much, much more.

Hintline (UK callers only)

09068 660 660

24 hrs. Automated service requires a touch tone phone. Calls cost 50p/min. at all times. Max call length 7.5 minutes. Max call charge at £3.75 at all times.

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