



PlayStation

NTSC U/C

PlayStation



SLUS-00962



NASCAR 2000





WARNING:

Read Before Using Your PlayStation® Game Console

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION DISC:

This compact disc is intended for use only with the PlayStation game console.

- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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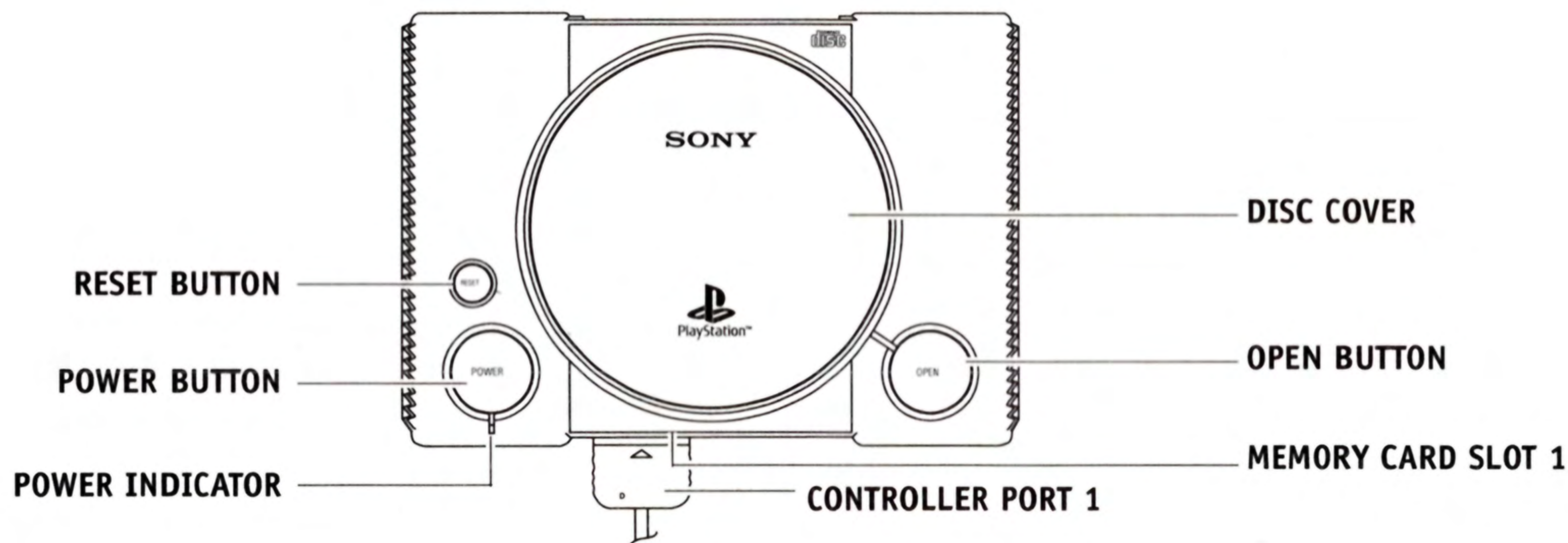
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NOTE: FOR MORE INFO ABOUT THIS AND OTHER TITLES,
CHECK OUT EA SPORTS™ ON THE WEB AT
WWW.EASPORTS.COM.

BE SURE TO CATCH UP ON ALL THE
NASCAR RACING ACTION AT NASCAR'S OFFICIAL
WEBSITE **WWW.NASCAR.COM.**



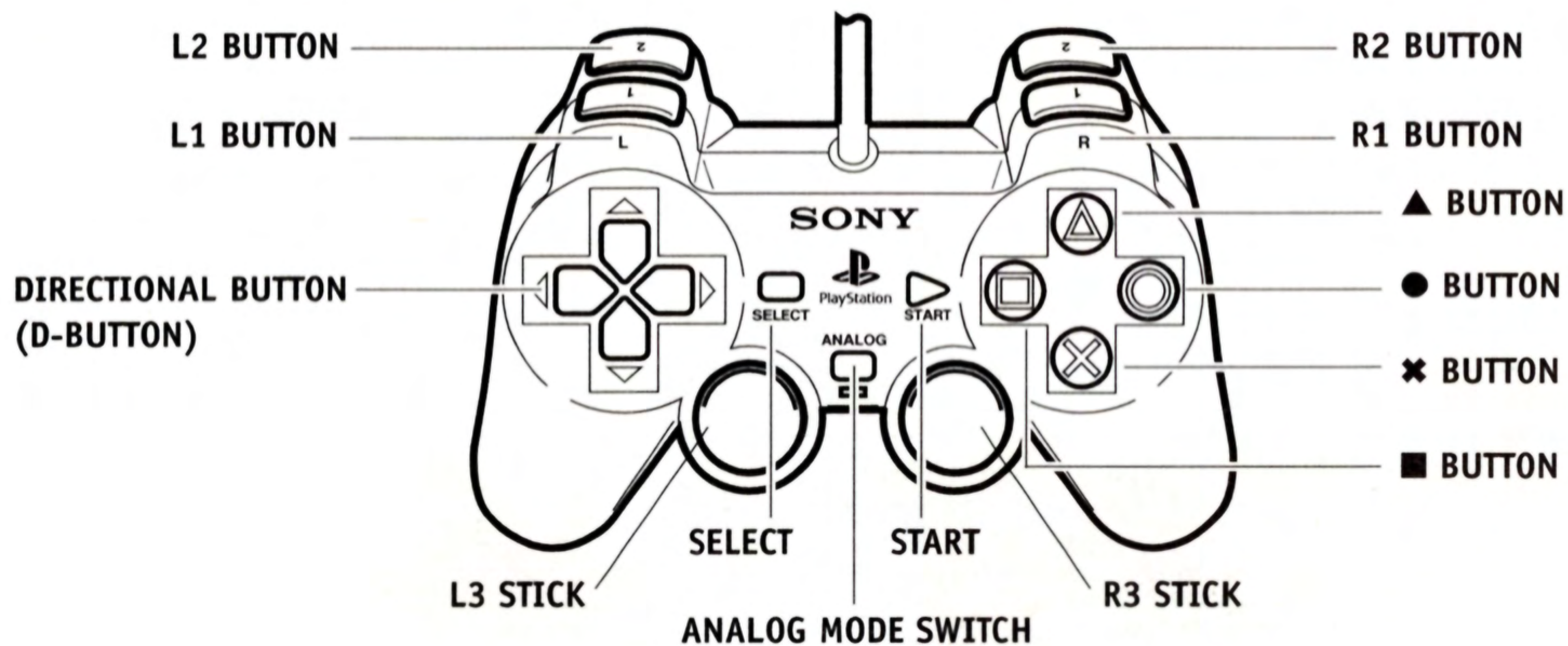
STARTING the GAME



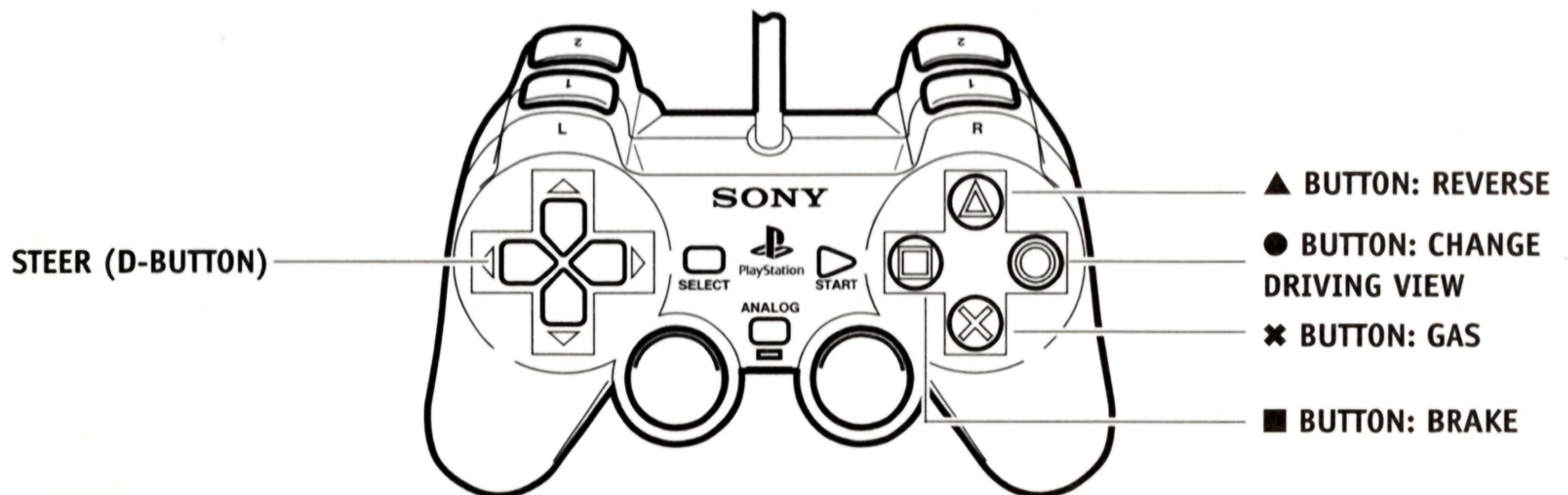
1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NASCAR 2000* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.
4. At the *NASCAR 2000* title screen, press **START** to advance to the Main menu.
(▶ *Main Menu* on p. 6.)

NASCAR 2000

CONTROL SUMMARY



BASIC RACING CONTROLS





COMPLETE GAME CONTROLS

MENU SCREEN CONTROLS

Highlight menu items	D-Button ↓
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	×
Cancel/Return to previous screen	▲

COMPLETE RACING CONTROLS

Steer	D-Button ↔
Gas	×
Brake	■
Reverse (when already stopped)	▲
Change Driving View	●
Toggle Rear View Mirror ON/OFF	L2
Toggle Damage Overlay ON/OFF	L1
Toggle Race/Car Gauge Info ON/OFF	SELECT
Upshift (manual transmission only)	R2
Downshift (manual transmission only)	R1
Pause	START

PIT STOP CONTROLS

Highlight pit service	D-Button ↓
Toggle service ON/OFF	D-Button ↔
Increase/Decrease wedge	D-Button ↔

➡ To increase your pit time when Interactive Pit Crews is **ON**, press the controller button that corresponds to the highlighted button on the pit meter. (➤ *Pit Stops* on p. 13.)

NASCAR 2000

INTRODUCTION

EA SPORTS proudly presents another season of NASCAR excitement. Get behind the wheel of your favorite NASCAR driver's ride and race against the stars of America's most exciting sport.

NASCAR 2000 FEATURES:

- ❑ AUTHENTIC NASCAR RACING: NASCAR drivers, teams, cars, and tracks updated for the 1999 season.
- ❑ DRIVE AS REAL NASCAR STARS AND LEGENDS. Go head-to-head with current NASCAR stars such as Mark Martin, Jeff Gordon, Dale Earnhardt , Dale Jarrett, and the Labonte brothers.
- ❑ New drivers for *NASCAR 2000* include Tony Stewart, Dale Earnhardt, Jr., and David Pearson.
- ❑ TWO-PLAYER SEASON: Compete head-to-head for the NASCAR Championship.
- ❑ MORE TRACKS: 18 real NASCAR venues from Charlotte to Talladega, and now including Homestead-Miami Speedway. Plus, five all-new EA SPORTS fantasy road tracks.
- ❑ INTERACTIVE PIT STOPS: In a sport where every second counts, you have the chance to improve your pit times.
- ❑ NEW hi-res graphics including post-race highlight replays.
- ❑ Analog controller support—InterAct™ V3 Racing Wheel™, Mad Catz™ Analog Steering Wheel™, Namco® NeGcon™, Asciiware® OPTECH MACH 1™, InterAct UltraRacer™, Dual Shock™ ANALOG controller, ANALOG controllers.



MAIN MENU

QUICK RACE: Jump into a race with a randomly selected car at a randomly selected track.

When you select this option, you start in the middle of the pack.

SINGLE RACE: Run a single race (➤ *Single Race Mode* below).

CHAMPIONSHIP SEASON: Enter a Championship Season (➤ *Championship Season* p. 8).

RACE AGAINST THE KING: Race one-on-one against Richard Petty, NASCAR's all-time greatest driver. Select from 10 tracks that Petty competed on during his Hall of Fame career. It's just you against The King.

DRIVER & CAR INFO: View info from the 1998 NASCAR season.

OPTIONS: Set game settings, race options, and sound options (➤ *Option Mode* p. 11).

TRACK RECORDS: View records for each track in *NASCAR 2000*.

ABOUT EA SPORTS: Check out EA SPORTS videos.

CREDITS: Roll the *NASCAR 2000* credits.

SINGLE RACE MODE

Test your driving skill against NASCAR's best drivers. You can get down to the track quickly with your favorite driver, or take the time to practice and set up your car properly. This section helps you set up your car and run a single race.

➤ From the Main menu, choose **SINGLE RACE**. The Race Setup menu appears.

Race Setup Menu

Choose your car, the track and select race options.

➤ When you're ready to continue, choose **GO TO TRACK**. The Single Race Weekend menu appears (➤ *Single Race Weekend Menu* on p. 7).

NOTE: DEFAULT MENU ITEMS APPEAR IN **BOLD** THROUGHOUT THIS MANUAL.

NASCAR 2000

PLAYER: Select the number of players in the race: **ONE** or **TWO** (split screen). You need two controllers to select the two-player option.

SELECT CAR: Choose your car and driver.

CREATE A DRIVER: Enter your name, choose your paint scheme, then return to the Race Setup screen. Now you can race with your name and earn a spot in the record books.

SELECT TRACK: Choose the track you want to race.

DISPLAY SETTINGS: Adjust options that affect the overall game environment
(▶ *Display Settings Menu* on p. 11).

NASCAR OPTIONS: Adjust options that affect the rules and realism of the race
(▶ *NASCAR Options Menu* on p. 15).

2-PLAYER OPTIONS: The 2-Player Options menu items appear only when you select a **TWO PLAYER** game.

SPEED COMP Set **OFF/ON** (the trailing player's car gets a speed boost to catch up).

COMPUTER CARS Set **OFF** (head-to-head) or **ON** (grid of eight total cars).

Single Race Weekend Menu

The Single Race Weekend menu contains all the features you need to spend a weekend at your favorite NASCAR track.

➤ To get down to the track, select **PRACTICE**, **QUALIFY**, **HAPPY HOUR**, or **RACE**.

☐ For racing and pit controls, (▶ *Complete Game Controls* on p. 4).

CAR SETUP: To win in *NASCAR 2000*, you have to tune your car for each track. (▶ *Car Setup Menu* on p. 16.)

PRACTICE: If you want to improve your chance to win, take some solo practice laps to learn how to handle your car.

QUALIFY: Qualifying is a solo attempt to post your fastest single lap time. After your qualifying run, an overlay displays your time relative to the other drivers. If you don't qualify before a race, you automatically start from the back of the field.



HAPPY HOUR: Test your car against real competition before the race.

RACE: Takes you to the starting grid for the main event.

TO RACE SETUP: Return to the Race Setup menu.

CHAMPIONSHIP SEASON

Following NASCAR's official scoring system, Championship Season is a 19-race season (24 when Fantasy Tracks are ON) that establishes the top driver on the circuit. This section helps you get started on your championship bid.

NASCAR 2000 CHAMPIONSHIP POINTS SYSTEM

The winner of each race receives 175 points. For each subsequent finishing spot, the driver earns a lower point total. Also, each driver who leads the race for at least one lap receives five bonus points, and the driver who leads the most laps during a race receives five points. (Check the results screen after each race for exact point totals).

➤ From the Main menu, choose CHAMPIONSHIP SEASON. The Season Load/Save menu appears.

Season Load/Save Menu

At the Season Load/Save menu you can begin a new season or save, load, or delete a season in progress.

➤ To begin a new season, choose NEW SEASON from the Season Load/Save menu. The Season Setup menu appears.

➤ To load, save, or delete a season in progress, (➤ *Load/Save* on p. 10).

Season Setup Menu

Choose from the menu options to set up your Championship Season.

ONE PLAYER: Select **ONE PLAYER** or TWO PLAYER season.

2-PLAYER OPTIONS: The 2-Player Options menu items appear only when you select a TWO PLAYER game. (➤ *2-Player Options* on p. 7).

NASCAR 2000

CHOOSE OPPONENTS: Choose the drivers who you compete against in your 16-driver season.

Select **CHOOSE DRIVERS** to customize the field, or **RANDOMIZE ALL** for a random selection.

SELECT DRIVER: Choose the car you want to drive throughout your Championship Season.

CREATE A DRIVER: Same as Single Race mode. (► *Create A Driver* on p. 7).

SEASON TYPE: Choose **FULL SEASON**, **HALF SEASON**, **SPEEDWAYS**, **SHORT TRACKS**, or **ROAD COURSES**

FANTASY TRACKS: When **ON**, five custom road courses are added to your season.

DISPLAY SETTINGS: Toggle **ON/OFF** display settings during the race, including split time display, track map, best line indicator, and stat overlays.

NASCAR OPTIONS: Adjust options that affect the rules and realism of the race

(► *NASCAR Options Menu* on p. 15).

BEGIN SEASON: Advance to the Season Race Weekend menu. All options are the same as the Race Weekend menu in Single Race mode (► *Single Race mode* p. 6) with the exception of the To Season Menu option.

Season Menu

From the Season menu you can access your next season race, keep tabs on the championship battle, and save your progress.

GO TO TRACK: Choose this option to go to the next scheduled race in your season.

LOAD/SAVE: Return to the Season Load/Save menu to save, load, or delete a season in progress. If you have a Memory Card inserted in your PlayStation game console, you can save your season after any race and resume it later.

NOTE: NEVER INSERT OR REMOVE A MEMORY CARD WHILE LOADING OR SAVING FILES.

To save a season:

1. From the Season Load/Save menu, select **SAVE SEASON**. The Save Season window appears.
2. Highlight the Memory Card Slot to which you want to save your season, and press **X**. A cursor appears under the last letter in the name of the next track.
3. Rename your season if you want, then exit to return to the Save Season menu.



To load a saved season:

1. From the Season Load/Save menu, select LOAD SEASON. The Load Season window appears.
2. Highlight the season you want to resume, and press **X**. If a season is in progress, a confirmation prompt appears. Press **■** to confirm, then **X** to advance to the Season menu.

To delete a saved season:

1. From the Season Load/Save menu, select DELETE SEASON. The Delete Season window appears.
2. Highlight the season you want to delete, and press **X**. A confirmation prompt appears. Press **■** to confirm, then **X** to exit the Delete Season window.

➔ To return to the Season menu, choose DONE.

STANDINGS: The Season Standings screen displays a running total of each driver's championship points.

SEASON INFO: Visit the Season Info screen to see a complete schedule of season events. During a season, your race results are posted for completed events.

RECORD BOOKS: If you break a record, you can add your name to this list of NASCAR's best.

GAME OPTIONS: Adjust game options. (➤ *Options Menu* below.)

EXIT SEASON: Return to the Main menu.

OPTIONS MENU

CONTROLLER SETUP: *NASCAR 2000* features a selection of controller setups, each with a slightly different button configuration.

➔ From the Controller Setup screen, D-Button ↔ to the setup you want, then press **START** to accept and exit.

NASCAR 2000

- ❑ When a Dual Shock Analog Controller is detected, *NASCAR 2000* asks you whether or not you want to activate the Dual Shock option.

DISPLAY SETTINGS: Toggle **ON/OFF** display settings during the race, including split time display, track map, best line indicator, and stat overlays.

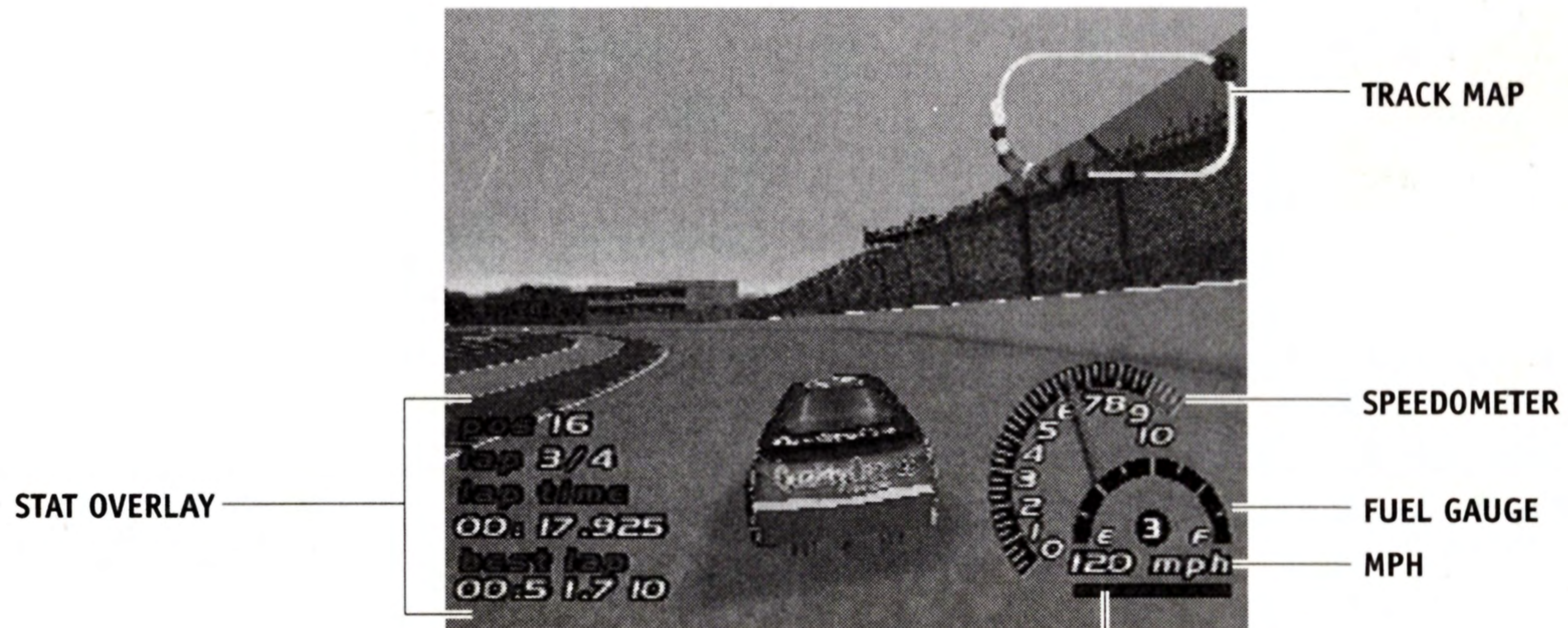
SOUND OPTIONS: Adjust music and sound effects volume, and set other sound options.

ON THE TRACK

Whether you're racing, qualifying, or practicing, racing begins with the cars approaching the start line. Listen for the countdown ("3-2-1. GO!"), then hit the gas.

- ❑ Don't pass before the start line—especially if Black Flags are ON.
- ❑ For racing and pit controls, (▶ *Control Summary* on p. 3.)

Race Screen



DRAFT METER—THE CLOSER AND MORE INLINE YOU ARE TO THE CAR IN FRONT OF YOU, THE MORE OF A DRAFT YOU GET



SPLIT TIME: Checking your split time is a good way to determine if your car is getting better or worse as the race rolls on. Each track is divided into segments, or time traps. After the first lap, your best time through the present segment appears on the screen above your current time. When you complete the segment, the time difference appears.

➔ To view time traps displayed on a map, access the Pause menu and select NASCAR TIMING (➤ *Pause Menu* on p. 14).

TIME DIFFERENTIAL: Time differential pinpoints your position relative to your nearest opponents as long as you remain on the lead lap. Each time you cross the start/finish line an overlay displays the name of the driver in front of you and his time advantage, as well as the driver behind you and your lead over him.

Flags

BLACK FLAGS: When ON, a black flag indicates penalties such as passing under caution, driving backwards, passing before the start/finish line on restarts, and excessive bumping. When you're given a black flag, you must pull into your pit until the NASCAR official allows you to resume the race.

GREEN: Signifies the start of an event or a restart after a caution period.

YELLOW: Cautions drivers to slow down and hold their positions because of unsafe track conditions. Cars may pit under yellow after officials open pit road.

TIP: ***WHEN THE YELLOW FLAG COMES OUT, RACE HARD TO THE START/FINISH LINE—YOU MAY BE ABLE TO MOVE UP IN THE FIELD.***

NOTE: ***AFTER YOU CROSS THE START/FINISH LINE ALL CARS ARE COMPUTER-CONTROLLED. WHEN THE GREEN FLAG WAVES, GET READY TO RESUME CONTROL.***

➔ When pit road opens, a prompt appears. Choose YES to enter the pits or **NO** to stay on the track.

WHITE: The white flag comes out when the race leader crosses the start/finish line to begin the final lap.

CHECKERED: Indicates that the race winner has completed the race. The remainder of the cars race back to the start/finish line to determine their final positions.

- ❑ Following the race, the Race Results overlay displays each driver's finishing position and time/laps behind the leader.
- ❑ After a championship race, the Season Standings screen appears. When you exit the Season Standings, the Season menu appears.

Pit Stops

There are four situations that warrant a visit to pit road: low fuel, worn tires, poor handling, and damage. Your crew chief notifies you audibly when it's time to refuel, change the tires, or repair damage.

To make a successful pit stop:

1. Decide which services you want before entering the pits.
2. Enter pit road. The Pit Service menu appears.
3. Select services before your car comes to a stop.

TIP: ***EVERY SECOND COUNTS IN THE PITS, WHEN INTERACTIVE PITS IS ON. TO SHAVE PRECIOUS SECONDS OFF YOUR PIT TIME, PRESS THE CONTROLLER BUTTON CORRESPONDING TO THE HIGHLIGHTED BUTTON ON THE SCREEN. THE MORE BUTTONS YOU PRESS AT THE RIGHT TIME, THE MORE TIME YOU SAVE ON YOUR STOP.***

4. When the pit services are complete, your car pulls out of its stall. Hit the gas as you exit pit road.
- ➔ For a **splash-and-go** pit stop, cancel all services except fuel. When you think you've taken enough gas, press **✖** to get back to the track.



The Pause Menu

Bring up the Pause menu to take a break from the action or to access Pause menu items.

➔ To bring up the Pause menu, press **START**.

☐ The Race Summary box in the upper right corner of the Pause Menu screen details race information, including number of laps raced, number of lead changes, average speed, and more.

RESUME RACE: Return to the current race.

RESTART RACE: Start over with the same driver on the same track and the same qualifying position.

RACE STATISTICS: Access **RACE STATISTICS** to check all the cars' current positions in the field as they run.

NOTE: *THIS OPTION IS NOT AVAILABLE DURING PRACTICE RUNS. DURING QUALIFYING, ACCESS QUALIFYING STATISTICS FOR A LOOK AT THE TIMES TO BEAT.*

NASCAR TIMING: Displays race and timing information for your car.

➔ To cycle **BEST LAP**, **2ND BEST LAP**, and **3RD BEST LAP**, D-Button ↔.

➔ To cycle **ELAPSED** (by trap), **TIME** (cumulative), and **SPEED**, D-Button ↕.

NOTE: *NASCAR TIMING IS NOT AVAILABLE DURING TWO-PLAYER RACES.*

SOUND OPTIONS: Set audio channels to **STEREO/MONO** and adjust volume levels.

DISPLAY OPTIONS: Set best line, time display, stat overlay, and map options **ON/OFF**.

QUIT RACE: If you want to abort the race, practice run, or qualifying round, select the **QUIT** option.

NASCAR OPTIONS MENU

- PIT MODE:** Set pit mode options. Select **NORMAL** for standard distances between pit windows. **SHORT RACE** sets the race length to 5% and increases your car's fuel consumption and tire wear to let you incorporate pit strategy in short races.
- RACE LENGTH:** Set the length of your race based on the percentage of a real-life NASCAR race at the same track. (See track diagram for lap equivalents.)
- DAMAGE:** Contact and car damage play key roles in the battle for position in NASCAR racing. Use this option to set the durability of the cars on the track. When **ON**, cars that sustain enough damage to become undrivable are eliminated from the race. When **LTD**, if your car crashes out, press the gas to have it auto-repaired. When **OFF**, cars do not sustain damage.
- YELLOW FLAGS:** If you have Damage **ON**, whenever a hazardous situation arises on the track, the yellow flag comes out, and the field runs under caution. Set this option **ON/OFF**.
- BLACK FLAGS:** When **ON**, a black flag indicates penalties such as passing under caution, driving backwards, passing before the start/finish line on restarts, and excessive bumping. When you're given a black flag, you must pull into your pit stall until the NASCAR official allows you to resume the race.
- BREAKDOWNS:** The uncertainty of mechanical performance is always a factor in auto racing, especially when you're running 600 miles at Lowe's Motor Speedway. If you have Damage **ON**, you can set Breakdowns **ON** for the possibility of blown engines.
- INTERACTIVE PITS:** When **ON**, you can improve your pit crew's time during stops.
(► *Pit Stops* on p. 13)
- LEGENDS:** When **ON**, *NASCAR 2000* legends that you've unlocked join the field.
- PHYSICS/AI SETTINGS:** Set the strength of the computer cars relative to your car and increase/decrease your car's performance in several categories. **ROOKIE** mode is easier to drive; **VETERAN** is less forgiving and puts your skills to the test.



CAR SETUP MENU

As you modify your car's setup, the performance bars adjust to illustrate how the changes should affect your Top Speed, Acceleration, and Handling.

- ❑ When you choose CAR SETUP from the Race Weekend menu, the Car Setup menu appears. (D-Button ↔ to toggle **BASIC**/ADVANCED setup.)

Basic Settings

AUTOMATIC/MANUAL: An automatic transmission provides a smooth, no-hassle race, but a manual transmission lets you squeeze more out of each gear.

DOWNFORCE: Increasing downforce provides better grip to the rear tires. Adding more downforce reduces top speed due to aerodynamic drag.

OVERSTEER: Increasing oversteer loosens your car by moving more grip to the car's front. To have less-responsive steering, or more push, decrease oversteer.

TIRE PRESSURE: Set the amount of pressure in your tires. Lower pressure increases contact with the track, improving handling and increasing tire wear.

GEAR RATIO: Set the height of your gear ratios. If you have a short gear ratio, you can get to the top of the gear quicker, but top speed is lower. Taller gears provide greater speed, but they take longer to climb.

- To cancel modifications and return all settings to the defaults, highlight SET TO DEFAULT and press ✕.

Advanced Settings

FUEL: Set the amount of fuel you want in your tank at the beginning of a race.

NOTE: YOU CANNOT ADJUST YOUR FUEL LOAD WHEN YOU SELECT SHORT RACE AS YOUR PIT MODE AT THE NASCAR OPTIONS MENU.

CAR BALANCE

WHEEL LOCK: Set the maximum degree your tires can turn. You want your tires to turn more on the road courses, which have more pronounced turns.

REAR SPOILER: Set the angle of your rear spoiler. A rear spoiler set to a high degree increases downforce on the back end, providing better handling but reducing top speed. Select a lower degree for less resistance.

SHOCKS: Try stiffer settings on faster tracks and tune oversteer or understeer by adjusting front and rear settings separately.

TIRE PRESSURE: Set the amount of pressure in your tires. Lower pressure increases contact with the track, improving handling and increasing tire wears.

WEIGHT JACKING

WEDGE: Wedge lets you distribute weight to different corners of the car. Increasing wedge adds weight to the left rear corner and tightens up the car. Decrease to transfer weight to the right front for a loose-running car.

LEFT BIAS: On ovals, the car's weight shifts to the right side through the turns, causing the car to push. Increase left bias to add weight to the left side and counteract the weight shift. The result is a more balanced race car.

REAR BIAS: Excessive acceleration on road courses constantly transfers weight to the rear. Reduce rear bias to place more weight on the front end, balancing the car.

➡ To cancel modifications and return all settings to the defaults, highlight SET TO DEFAULT and press ✕.



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In the US, dial 900-288-HINT (4468). 95c per minute.

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

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RETURNS WITHIN 90-DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We recommend that you send your product using a delivery method that is traceable.

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We recommend that you send your product using a delivery method that is traceable.

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

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EA Tech Support Fax: (650) 628-5999

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