



PlayStation

NTSC U/C

PlayStation



SLUS-01263

EA SPORTS™

NASCAR®

2001



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.

Use of Unofficial Product:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

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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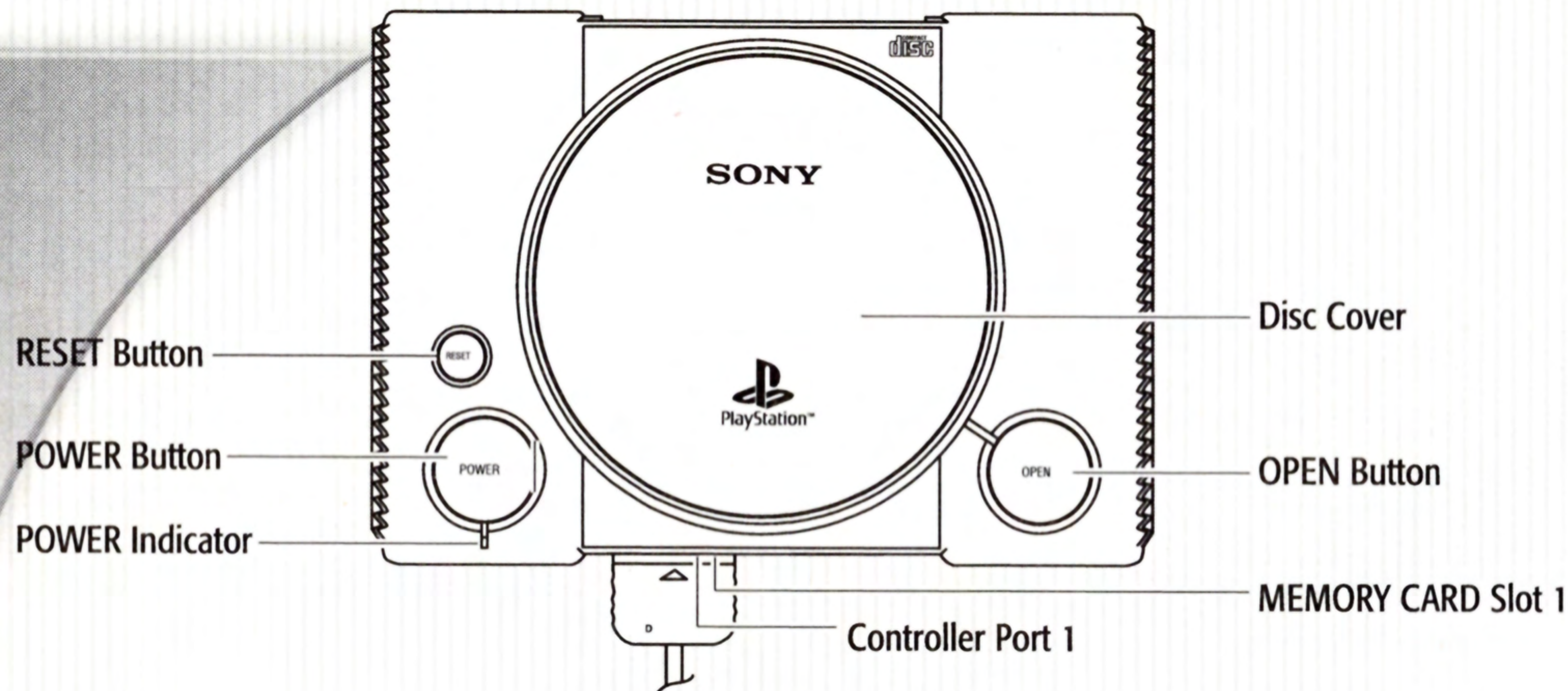
For more info about this and other titles, check out EA SPORTS™ on the web at www.easports.com.



Be sure to catch up on all the NASCAR® racing action at NASCAR's official website www.nascar.com.

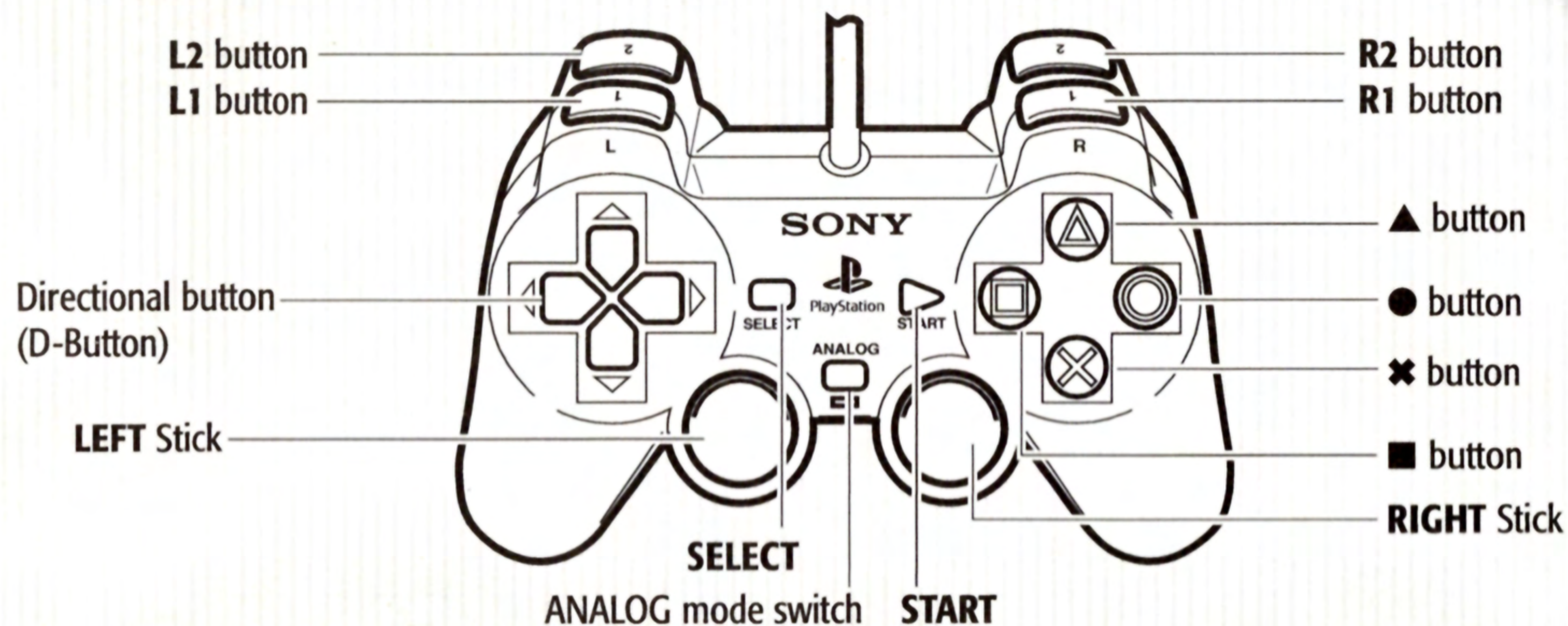
IN MEMORY OF ADAM PETTY AND KENNY IRWIN JR.

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 2001* disc and close the Disc Cover.
3. Insert game controllers and turn ON the PlayStation game console.
4. At the *NASCAR 2001* title screen, press **START** to advance to the Main menu. ➤ *Main Menu* on p. 5.

COMMAND REFERENCE



MENU SCREEN CONTROLS

Highlight menu items

D-Button \updownarrow

Cycle choices/Move sliders

D-Button \leftrightarrow

Select/Go to next screen

✕

Cancel/Return to previous screen

▲

COMPLETE RACING CONTROLS

Steer	D-Button or Left Stick ↔
Gas	✖ or Right Stick ↑
Brake	■ or Right Stick ↓
Reverse (when already stopped)	▲
Change Driving View	●
Toggle Rear View Mirror ON/OFF	L2
Look Back	L1
Toggle Race/Car Gauge/Damage Info ON/OFF	SELECT
Upshift (manual transmission only)	R2
Downshift (manual transmission only)	R1
Pause	START

↩ For Pit Stop Controls, ➤ *Pit Stops* on p. 12.

INTRODUCTION

Race fender-to-fender with NASCAR's stars in the #1 sports racing game. Brand new from the ground up, *NASCAR 2001* roars to the front of the pack with the most competitive, authentic racing experience on the PlayStation game console. Advanced graphics, realistic physics, and real NASCAR cars put you in the driver's seat—and for the first time, race at Daytona International Speedway, the "World Center of Racing."



NASCAR 2001 FEATURES:

- ❖ **NEW TECHNOLOGY:** *NASCAR 2001* uses a brand new game engine with enhanced graphics, car physics, and challenging computer AI model.
- ❖ **RACE AT DAYTONA:** For the first time, the "World Center of Racing" appears in a NASCAR videogame. Race against the pack in the Daytona 500!
- ❖ **AUTHENTIC NASCAR RACING:** The real drivers, cars, teams, tracks, sponsors, and rules. EA SPORTS delivers real NASCAR racing with all the action and excitement of America's #1 motorsport.
- ❖ **TOP DRIVERS AND MORE TRACKS:** Over 35 drivers including Dale Earnhardt, Tony Stewart, Dale Jarrett, Jeff Gordon, Dale Earnhardt Jr. and more. Plus, race at Daytona and 18 other NASCAR tracks with both day and night racing and bonus fantasy road courses.
- ❖ **FULL OR 'TRACK PACK' SEASON:** Race a full or half NASCAR season or choose to compete on track packs: race just on short tracks, road courses, superspeedways, or create a custom season.

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. On the Track (➤ p. 10).

1 PLAYER

Run a single race against the field (➤ p. 6) or race in a Championship Season (➤ p. 7) with one player.

2 PLAYER

Run a single race or race in a Championship Season with two players.

OPTIONS

Set audio and display options, controller config. settings, auto track stat options, and view game credits (➤ p. 13).

ABOUT EA SPORTS Preview other new titles from EA SPORTS.

1 PLAYER / 2 PLAYER MODE

Race against NASCAR's best in a Single Race or take them all on during an exciting Season of racing on the NASCAR circuit.

➔ From the Main menu, choose 1 Player or 2 Players. The Race menu appears.

SINGLE RACE

Run a single race (➤ p. 6).

SEASON MODE

Compete in a Championship Season (➤ p. 7).

HALL OF FAME

View records of real NASCAR drivers along side your own.

❖ Hall of Fame records are only updated after a full season has been completed.

TRACK RECORDS

View race records for each track in *NASCAR 2001*.

SINGLE RACE

SINGLE RACE SETUP MENU

Choose your car, the track and select race options.



NOTE: Default menu items appear in **bold** throughout this manual.

GO RACIN'

Begin the Race Weekend.

RACE MODE

Select the race difficulty level. **ROOKIE** mode is best for beginners, **VETERAN** mode challenges all drivers, and **LEGEND** mode is for those who can master the course.

SELECT DRIVER

Choose your car and driver.

SELECT TRACK

Choose the track you want to race.

NASCAR OPTIONS

Adjust your racing options (➤ *Option Menus* on p. 14).

➔ After you select your car and track, select GO RACIN'. The Race Weekend menu appears.

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 START RACE.

◆ For racing controls, ➤ *Complete Racing Controls* on p. 4.

GARAGE	Get under the hood and tweak your car. ➤ <i>Garage Menu</i> on p. 14.
PRACTICE	Take a few practice laps around the track to learn how to handle your car.
QUALIFY	In order to start near or even at the front of the pack at the beginning of any race, you must record a fast qualifying time. If you don't qualify before a race, you automatically start from the back of the field.
HAPPY HOUR	Race and work out the kinks against real competition before the race.
START RACE	Go to the track for the start of the race.
LEAVE WEEKEND	Return to the Single Race menu.

SEASON MODE

Compete in a series of races in quest for a NASCAR championship.

From the 1 or 2 Player menu, choose SEASON mode. The New Season screen appears.

NASCAR 2001 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 an additional five points. (Check the results screen after each race for exact point totals).

LOAD SEASON

Load a season from your MEMORY CARD.

RACE MODE

Select the race difficulty level.

SELECT DRIVER

Choose your car and driver. You can also create a driver and car of your own.

To Create a Driver:

1. From the Season menu, highlight SELECT DRIVER and press **X**.
2. D-Button **↔** until you see CREATE 1 in the Driver's Name Box and press **X**.
3. Create a name, car number, select a car make, and go to the paintshop to customize your car. When you're done, press FINISH CREATING from the Paintshop menu and your new car appears in the Select Driver window.

SEASON TYPE

Select the type of season to compete in (➤ *Season Type* on p. 8).

NASCAR OPTIONS

Adjust options that affect the rules and realism of the race (➤ *Option Menus* on p. 14).

SEASON TYPE

Choose your type of Season.

To select your Season Type:

1. Choose SEASON TYPE from the Season menu and press **X**. The 'Full Season' window appears with a list of tracks on the circuit.
2. D-Button **↔** to choose a your track pack and press **X** to return to the Season menu.
3. From the Season menu, select DONE and the Season menu appears.
4. To begin a race, select GO TO TRACK.

To select a Custom Season:

1. Choose Season TYPE from the Season menu and press **X**. D-Button **↔** to change season type to CUSTOM SEASON.
2. Press **■** to edit Track Pack.

3. D-Button \leftrightarrow to choose your tracks. D-Button \updownarrow to add tracks to your pack (at least five). Press \times to return to the Season menu.
4. From the New Season menu, select DONE and the New Season menu appears.

SEASON RACING

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

SAVE SEASON	Save and update your season to a MEMORY CARD.
PLAYER STATS	View your driver stats.
SEASON STANDINGS	View the Standings for the current NASCAR season.
USER RECORDS	View your personal records.
GAME OPTIONS	Set audio and display options, controller config. settings, auto track stat options, and view game credits.
GO TO TRACK	Go to the next scheduled race in your season.

SEASON LOAD/SAVE MENU

Save or Load a season in progress.

To save a season:

1. From the Season menu, select SAVE SEASON. The MEMORY CARD window appears.
2. Highlight (in red) the season in which you wish to save and press \times . The Edit Slot window appears.
3. Rename your season by using the D-Button (optional), then press \times .
4. Press \times again to exit and return to the Season menu.

To load a saved season:

1. From the New Season menu, select LOAD SEASON. The Load Season window appears.
2. Highlight the season you want to resume, and press \times .
3. Press \times again to exit and return to the Season menu.

ON THE TRACK

Whether you're racing, qualifying, or practicing, racing begins with the cars approaching the start line. You take control once the pole sitter crosses the Start/Finish line.

➔ For racing controls, (➤ *Complete Racing Controls* on p. 4.)

➔ For pit controls, (➤ *Pit Stops* on p. 12.)

RACE SCREEN

Position

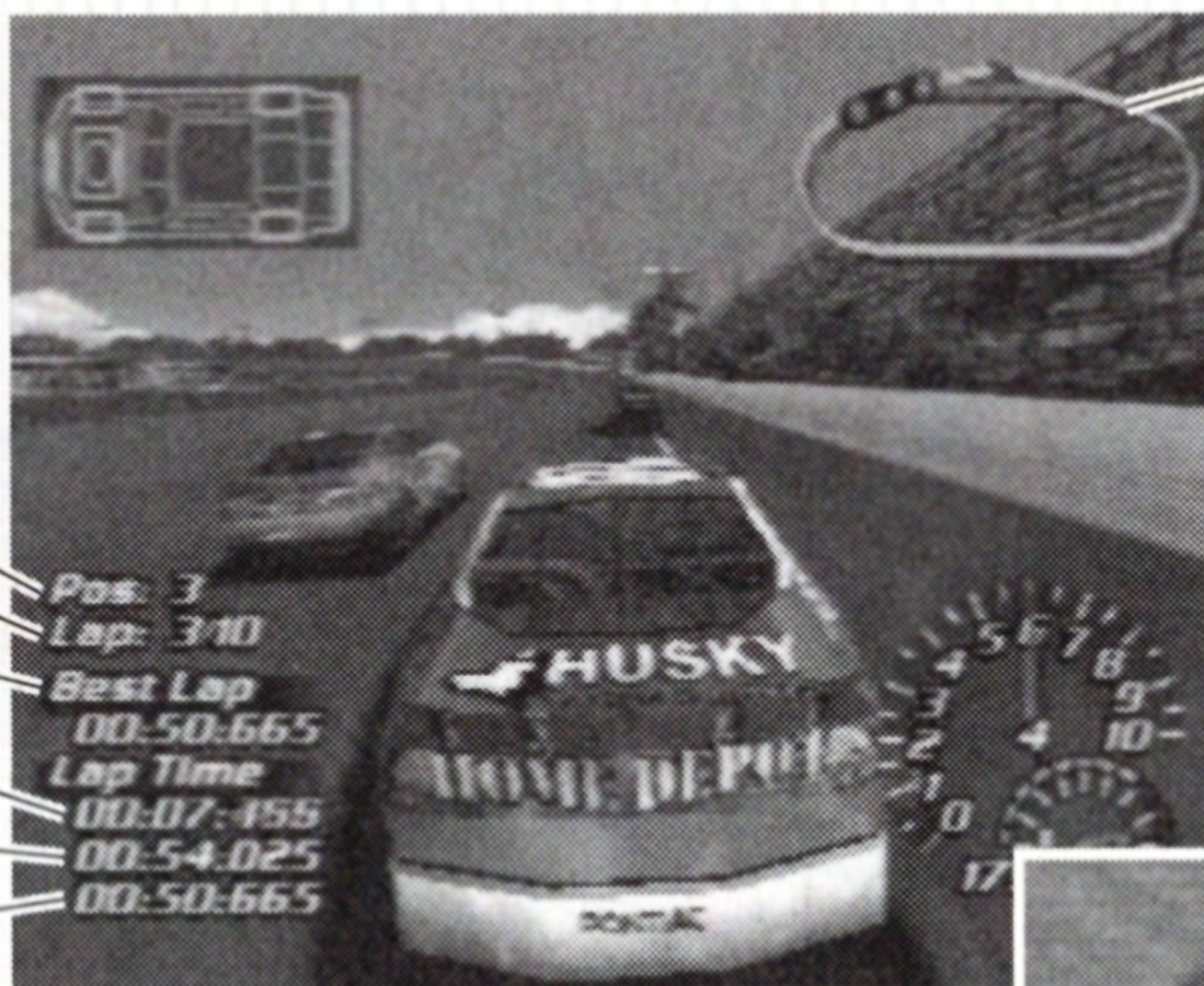
Lap Count

Best Lap

Current Lap Time

Slowest Lap Time

Previous Lap Time

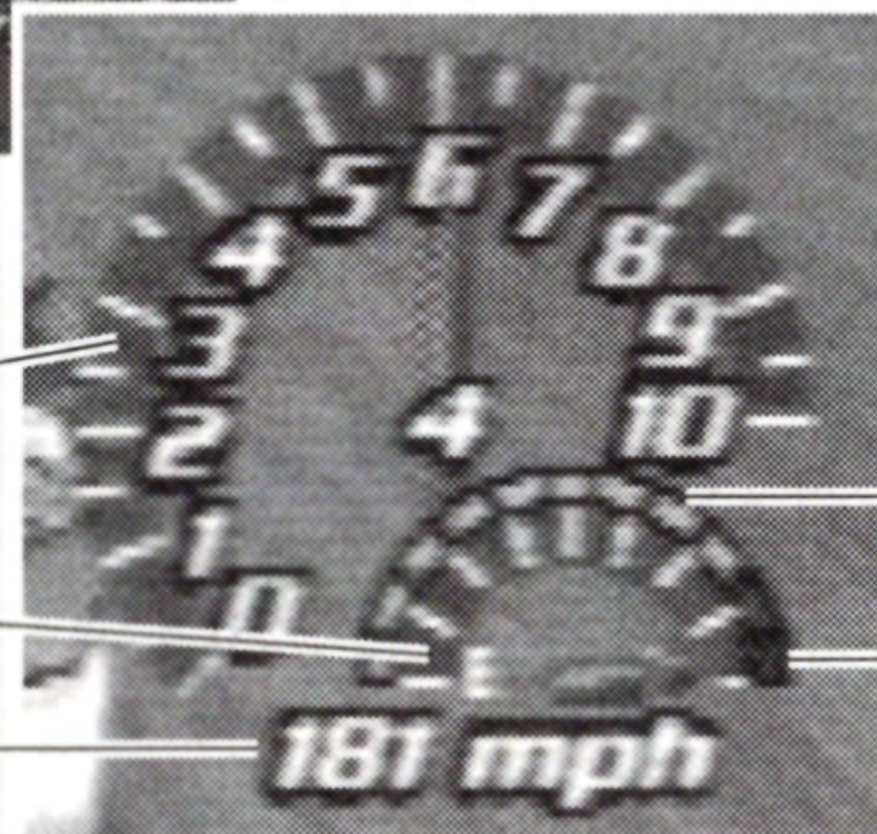


Track Map

Speedometer

Fuel Gauge

MPH



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. 12).

FLAGS

GREEN

The green flag indicates the start of the race. When the green flag drops it is time to step on the gas. The green flag may also appear after a yellow caution flag in the middle of the race.

YELLOW

The yellow flag cautions drivers to slow down and hold their positions because an unsafe condition exists on the racetrack. Cars may pit after first lap under yellow after officials open pit road.



NOTE: When the yellow flag comes out, all the cars are computer controlled. Get ready to resume control when the green flag appears.

WHITE

The white flag indicates that the lead driver is in his final lap of the race. This is your final chance to catch the leader. If you're in front, hold the lead because the pack will be making a last-ditch effort to hunt you down.

CHECKERED

The checkered flag indicates that the lead driver has crossed the finish line and won the race.

- ❖ Following the race and after the race highlights, the Race Results screen 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

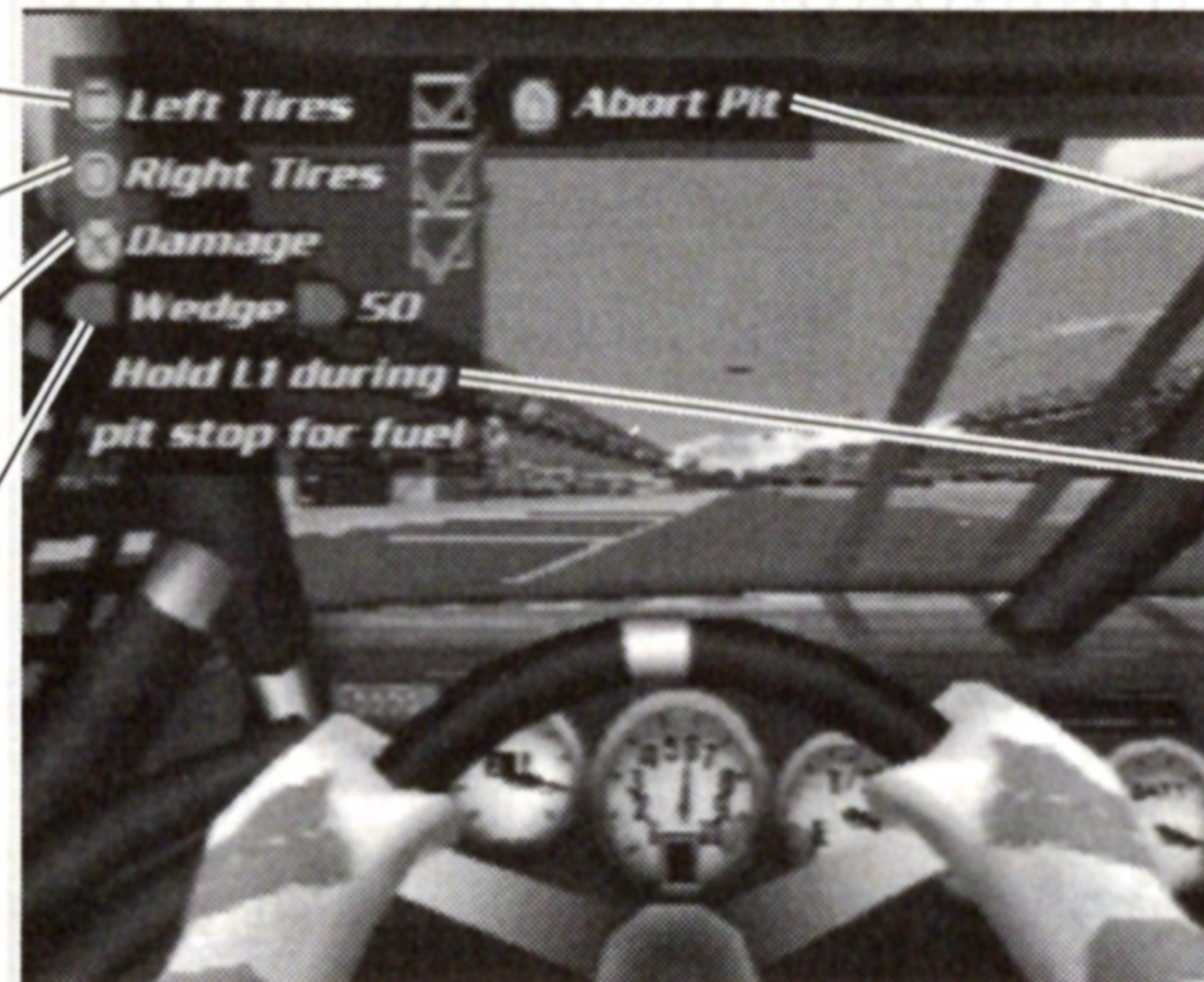
There are four situations that warrant a visit to pit road: low fuel, worn tires, poor handling, and damage. Your crew chief notifies you audibly when it's time to refuel, change the tires, or repair damage.

Press **■** for a left tire change

Press **●** for a right tire change

Press **✖** to repair damage

D-Button **↔** for to increase or decrease the wedge



Press **▲** to abort the Pit Stop

Hold **L1** for fuel

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.
4. When the pit services are complete, your car pulls out of its stall. Hit the gas as you exit pit road.



EA TIP: For a splash-and-go pit stop, select no services. In the pits, hold **L1** until you think you have taken enough fuel. Release **L1** to get back on 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** at any time during the race.

CONTINUE

Return to the current race.

RESTART

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

INSTANT REPLAY

View the action from the last few seconds of the race.



NASCAR

2001

RACE STATS

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

NASCAR TIMING

Displays race and timing information for your car.

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



NOTE: NASCAR Timing is not available during two-player races.

SOUND OPTIONS

Adjust music, sound effects, commentary volume, and other sound options.

QUIT RACE

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

OPTION MENUS

Set up the ultimate NASCAR race by adjusting the game settings to match your racing style.

OPTIONS

These options are available from the Main menu.

AUDIO OPTIONS

Adjust music and sound effects volume, set the audio mode, and select your commentary type.

CONTROLLER 1 CONFIG

NASCAR 2001 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.

❖ When a DUALSHOCK™ Analog Controller is detected, *NASCAR 2001* asks you whether or not you want to enable the Dual Shock vibration.

CONTROLLER 2 CONFIG

Set controller configuration for user 2.

AUTO TRACK STATS

Turn the Automatic Track Stats feature ON/OFF.

CREDITS

See who is "in the game."

NASCAR OPTIONS

These options are available from the Single Race and New Season menus.

CAR DAMAGE

Car damage plays a key role 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 can be eliminated from the race. When **LTD**, if your car gets damaged, press the gas to have it auto-repaired. When OFF, cars do not sustain damage.

ENGINE BREAKDOWNS

The uncertainty of mechanical performance is always a factor in auto racing, especially when you're running 600 miles. If you have Damage ON, you can set Breakdowns ON for the possibility of blown engines.

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.)

PITS SCALING

Turn the Pit Scaling feature **NORMAL**/SHORT. When set to SHORT, fuel is consumed seven-times faster than normal.

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**.

GARAGE 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 GARAGE from the Race Weekend menu, the Garage menu appears.

TRANSMISSION

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

TIRE PRESSURE

Set the amount of pressure in your tires. Lower pressure increases contact with the track, improving handling and increasing tire wear. The higher the pressure, the faster the car travels.

SHOCKS

Try stiffer settings on faster tracks and softer settings on road courses.

DOWN FORCE

Increasing down force provides better grip to the rear tires. Adding more down force reduces top speed due to aerodynamic drag.

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 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.

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.

FUEL LOAD

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

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.

DEFAULT

Reset all options to their original settings.

CREDITS

BLACK BOX GAMES

Producer: Richard Mul

Technical Director: Martin Sikes

Programmers: Arn, Tristan Grimmer, Phil Ibis, Jeff Johnston, Jack Yee

Additional Programming: Jason Dorie, Brian Green, Stefan Wessels

Art Director/Technical Artist: Casey O'Brien

Front End Artist: Emmanuel Soupidis

Official NASCAR Track Modeler: Daniel Seiberling

Official NASCAR Track Artist: Darren Gough, Wayne Leung, Curt Randall, Ken Thurston

Fantasy Track Modellers/Artist: Darren Gough, Wayne Leung, Casey O'Brien, Curt Randall, Daniel Seiberling, Ken Thurston

Track Technician: Rod Higo

Car Modelers: Wayne Leung, Mike Olson, Craig Schiller

Animators: Rob Oliveira, Phil Tse

Additional Art: Craig Hui

Game Cameras: Tristan Grimmer, Hames Marshall

Quality Assurance Coordinator: Rod Higo

Quality Assurance Tester: Hames Marshall, Dan Sochan

Special Thanks: Sebastiaan Reinartz, Paul Adams, Sandra Desmond, Adam Harnden, Victor Lucas, Kimberly Manns, Paul Tremblay

ELECTRONIC ARTS

Design Team: Trevor Jalowitz, Michael Kosaka, Joe Quilici, Michael Ress, Mike Williams

Executive Producer: Dave Ross

Senior Producer: Michael Kosaka

Associate Producer: Michael Williams

Assistant Producer: Michael Ress

Lead Tester: Jon Martinez

Assistant Lead Tester: Mike Deir

Testers: Mike Cefaratti, Anthony DiGrande, Scott Huff, Don Burgess, Frankie Doro, Paul Mollinedo

Director of Audio: Marc Farly

NASCAR Announcers: Bob Jenkins & Benny Parsons

Pit Crew Chief Voice: Bruce Robertson

Spotter Voice: Dave Boat

Media Lab: Murray Allen, Rob Hubbard, Eric Kornblum, Michael Marsh, Jerry Newton

Opening Movie Sequence: Michael Marsh, Marc Farly (Audio Post Production)

Director of Motorsports Marketing: Caroline Feinstein

Product Marketing Manager: David Lee

Assistant Product Manager: Aaron Burns

Senior PR Specialist: Scott Gamel

Legal Team: Pamela Ostroff, Pam Wolf, Janet Dwoskin, Andy Moore, Kim Kostas

Business Affairs: Robert Gonzales

Technical Director: Ken Zarifes

Documentation: Gabe León

Documentation Design/Layout: Corinne Mah

Package Art Direction: EA Creative Services

Packaging Art: Popgun Design

Package Photography: Don Grassman, Cameras in Action Photography

Senior Packaging Project Manager: Cole Bronn

Customer Quality Control: Andrew Young, Joel Knutson, Benjamin Crick, Dave Knudson, Micah Pritchard, Darryl Jenkins, Tony Alexander, Dave Kellum, Benjamin Smith, Anthony Barbagallo

Soundtrack Consulting: Randy Eckhardt

SOUNDTRACK:

"Trouble Is..."

Performed by Kenny Wayne Shepherd

Written by Kenny Wayne Shepherd, Reese Wynans,
Chris Layton and Thomas Smedley

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Hit Music (BMI) and Manchaca Music (BMI) administered by
Bug Music

(P) 1997 Revolution

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By Arrangement with Warner Special Products

"Action Man"

Performed by Widespread Panic

Written by Widespread Panic

© 2000 Published by Widespread Music (BMI)

Recording courtesy of Widespread Records

"Give"

Performed by Widespread Panic

Written by Widespread Panic

© 2000 Published by Widespread Music (BMI)

Recording courtesy of Widespread Records

"Hairpin Turn"

Performed by Government Mule

Written by Warren Haynes, Matt Abts and Allen Woody

© 2000 Buzzard Rock Music (BMI) Jake Henry Music (ASCAP)
and Woody Music (SESAC)

(P) 2000 recording courtesy of Government Mule

"Omega Mule"

Performed by Government Mule

Written by Warren Haynes, Matt Abts
and Allen Woody

© 2000 Buzzard Rock Music (BMI)

Jake Henry Music (ASCAP) and

Woody Music (SESAC)

(P) 2000 recording courtesy of Government Mule

"Mach 5"

Performed by Government Mule

Written by Warren Haynes, Matt Abts and Allen Woody

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and Woody Music (SESAC)

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"Twenty Nine"

Performed by Karma to Burn

Written by Rich Mullins, Will Mecum and Rob Oswald

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tered by Zomba Enterprises Inc.) (ASCAP)

(P) 1999 Recording courtesy of Jellysyrup Productions

"Thirty Two"

Performed by Karma to Burn

Written by Rich Mullins, Will Mecum and Rob Oswald

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tered by Zomba Enterprises Inc.) (ASCAP)

(P) 1999 Recording courtesy of Jellysyrup Productions

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Special Thanks: Chuck Eyler, Mike Brown, Blake Davidson,
Chris Esaki, Ian House, David Mosher, Motorsports Decisions
Group, Kenny Rogers, Rod Swanson, Kathy Tarnutzer

Executive In Charge of Production: David De Martini

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EA Tech Support Fax: (650) 628-5999

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P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 OYL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

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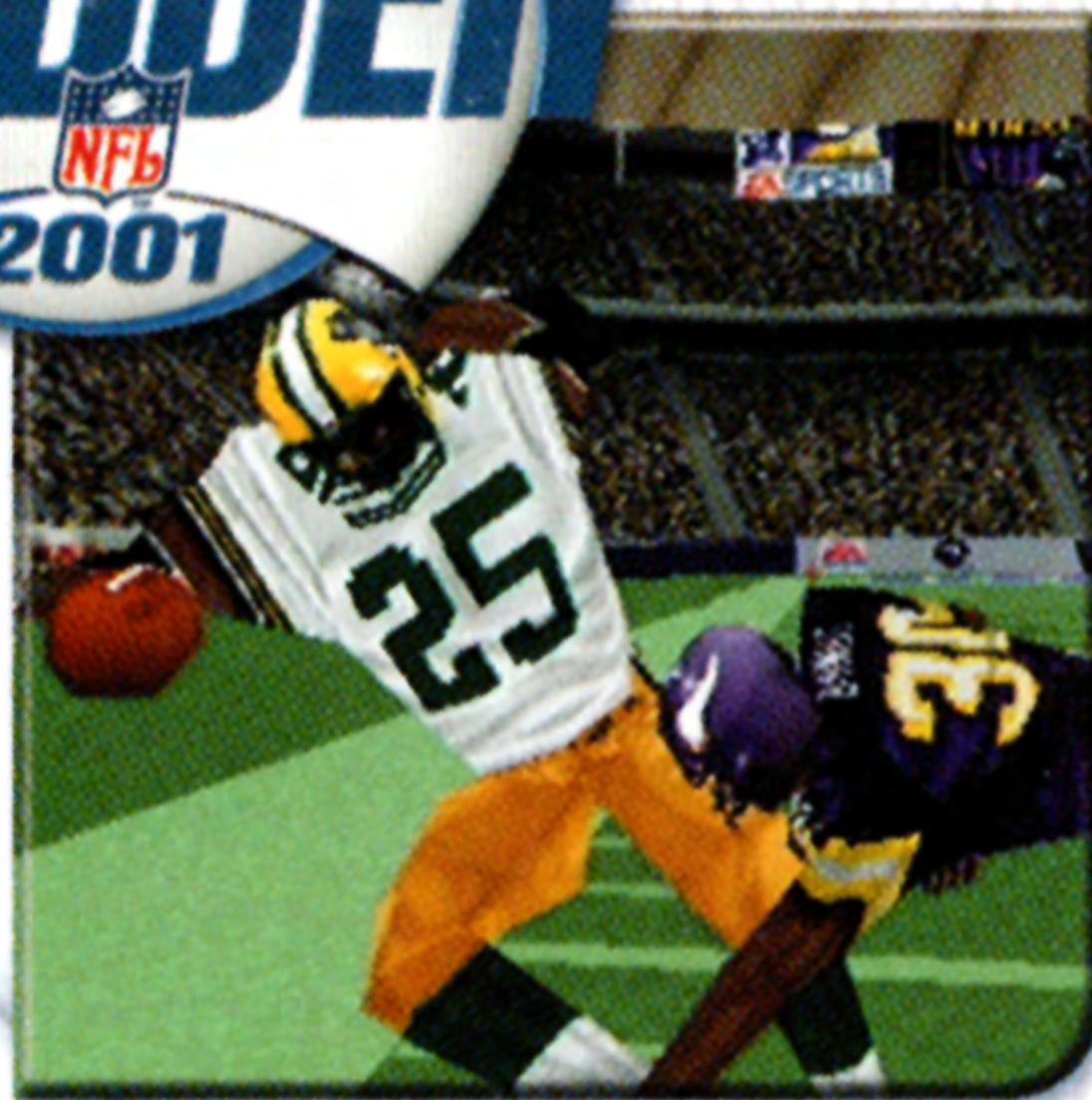
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