



PlayStation

NTSC U/C

PlayStation™

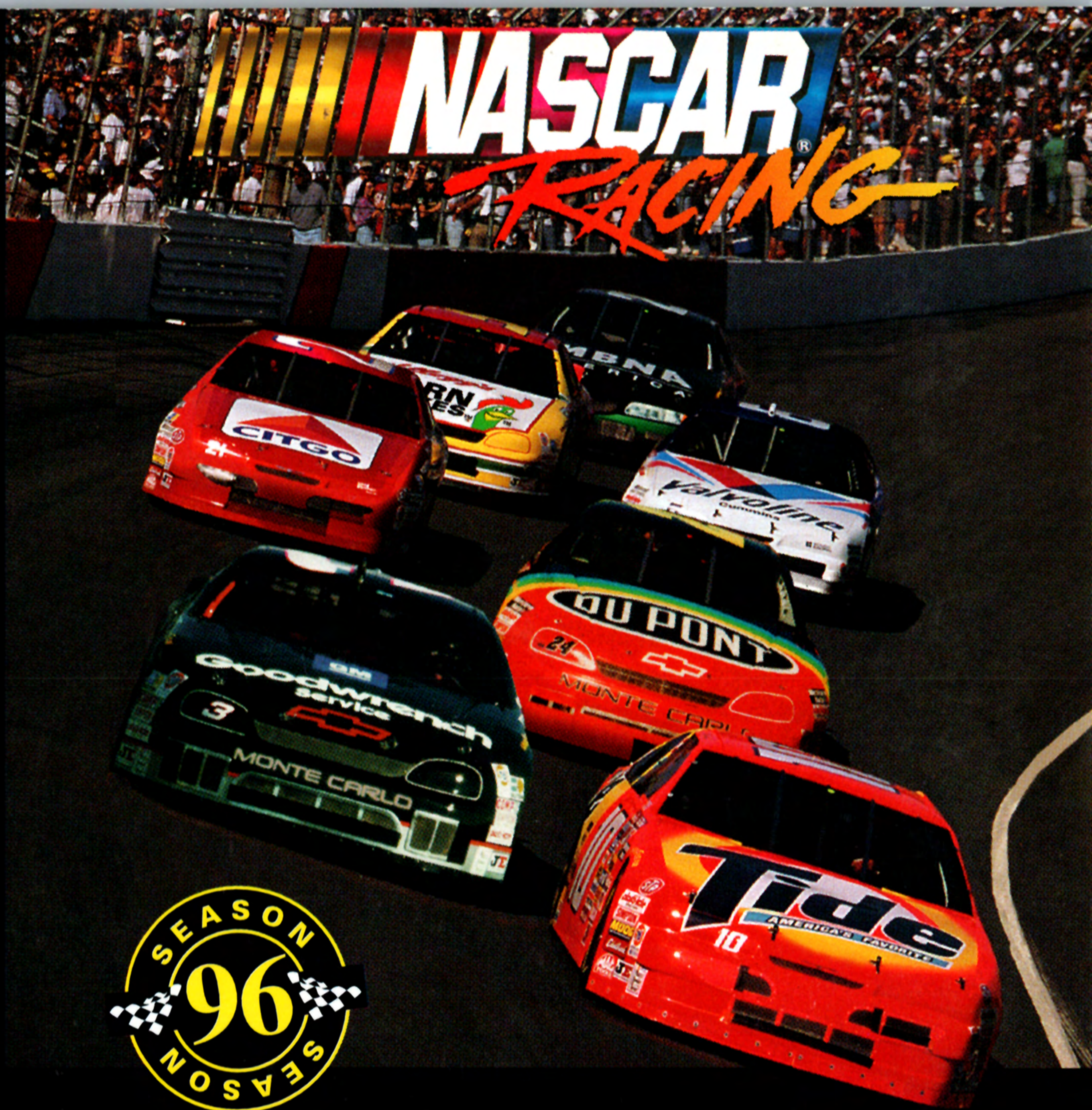
KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-00374

735514330/S551350



NASCAR

RACING



SIERRA

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.

NASCAR® Racing Table of Contents

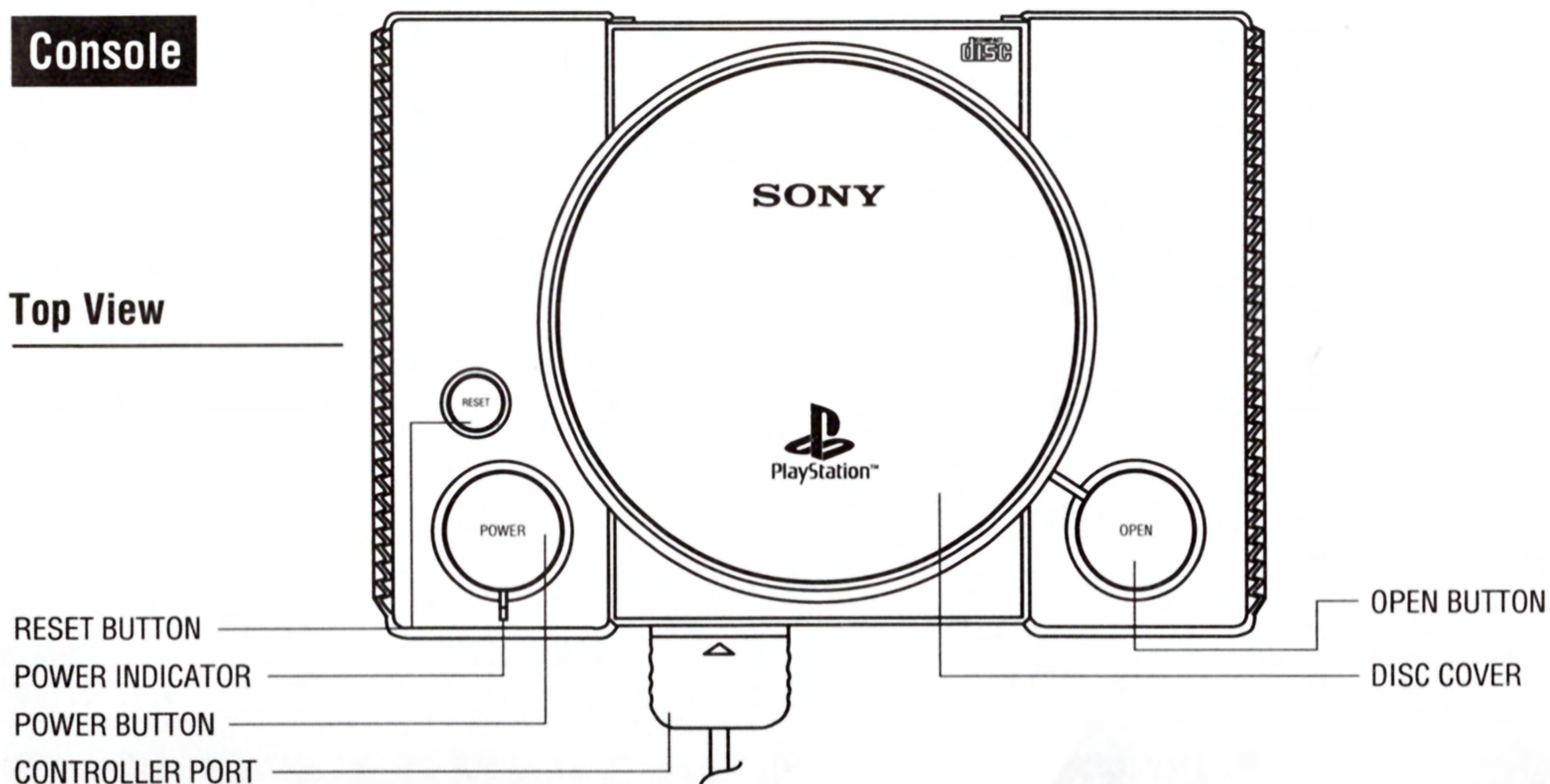


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Console

Top View



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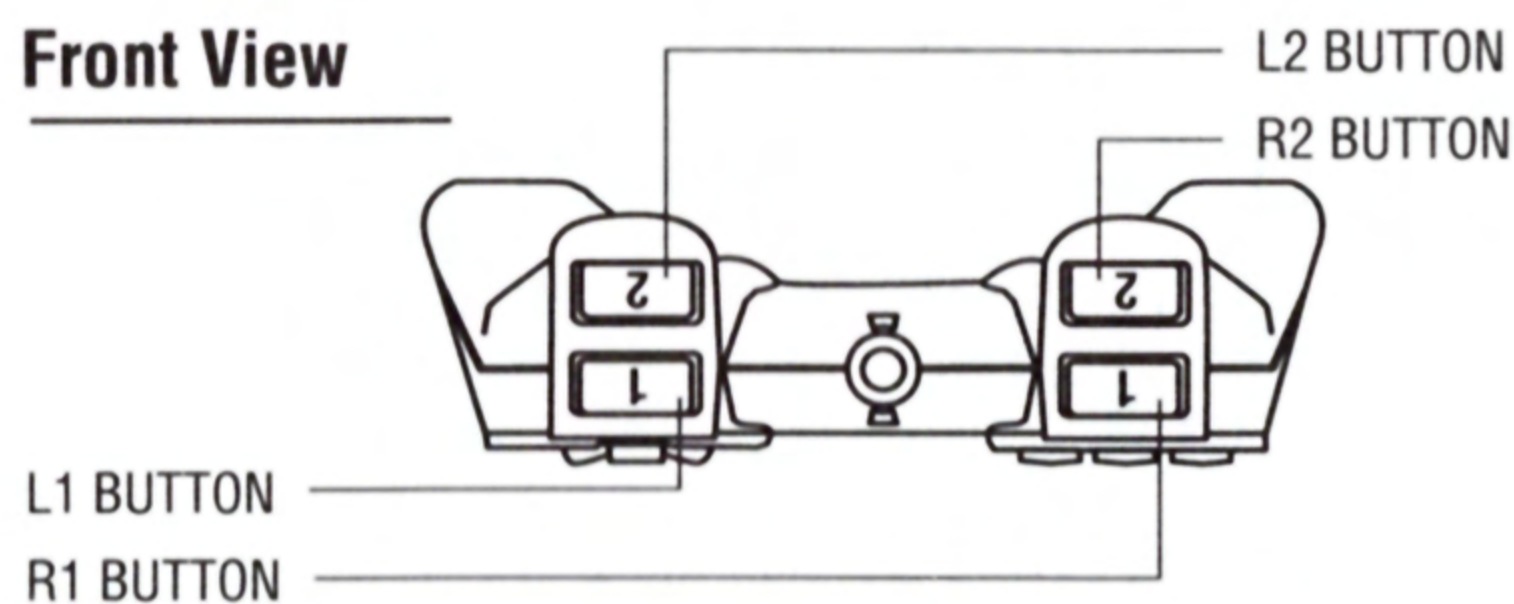
Running NASCAR[®] Racing.

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. Insert the NASCAR[®] disc and close the CD door. Insert game controllers and turn on the PlayStation[™] game console. Follow on-screen instructions to start a game.

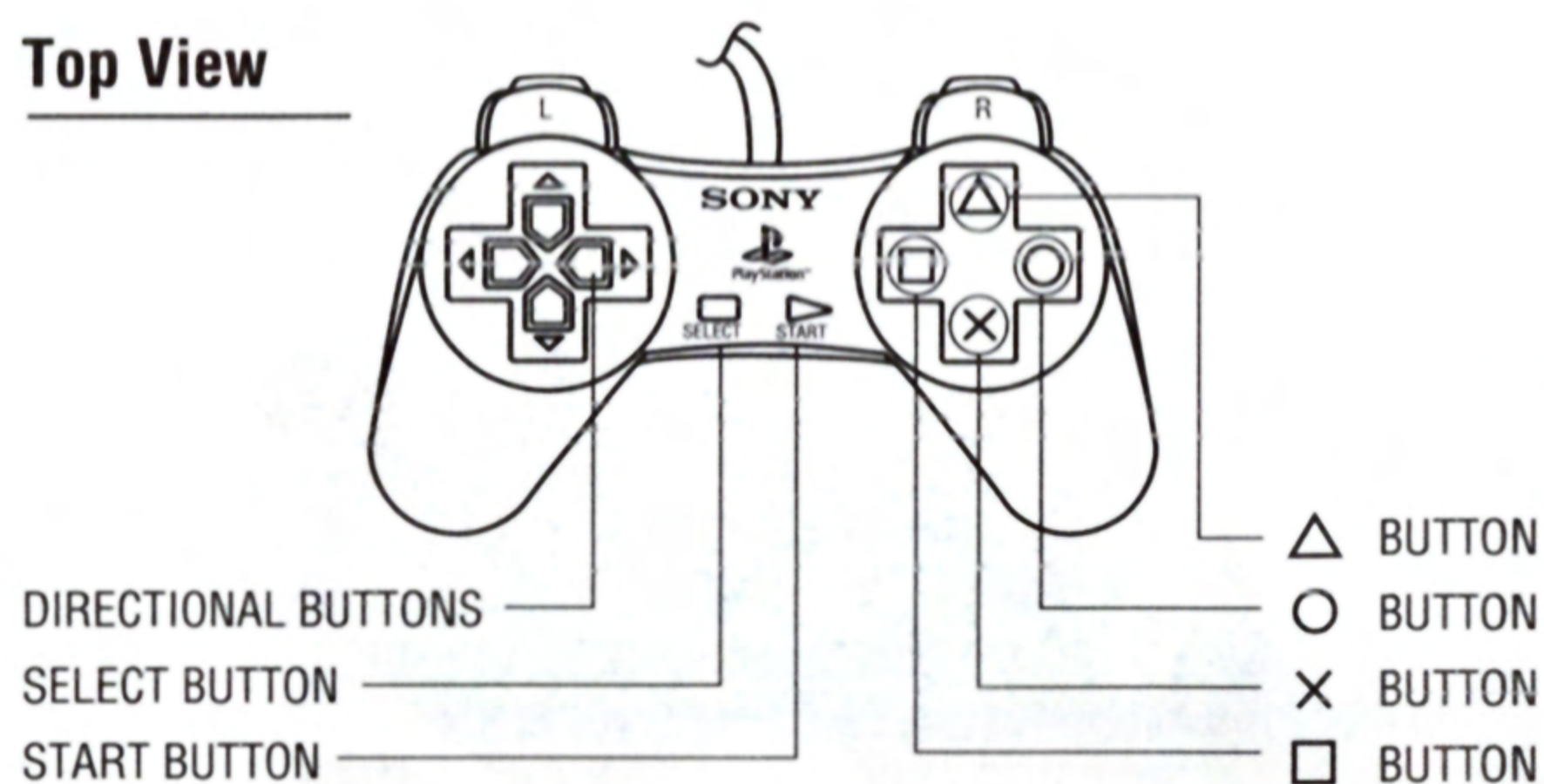


Controller

Front View



Top View



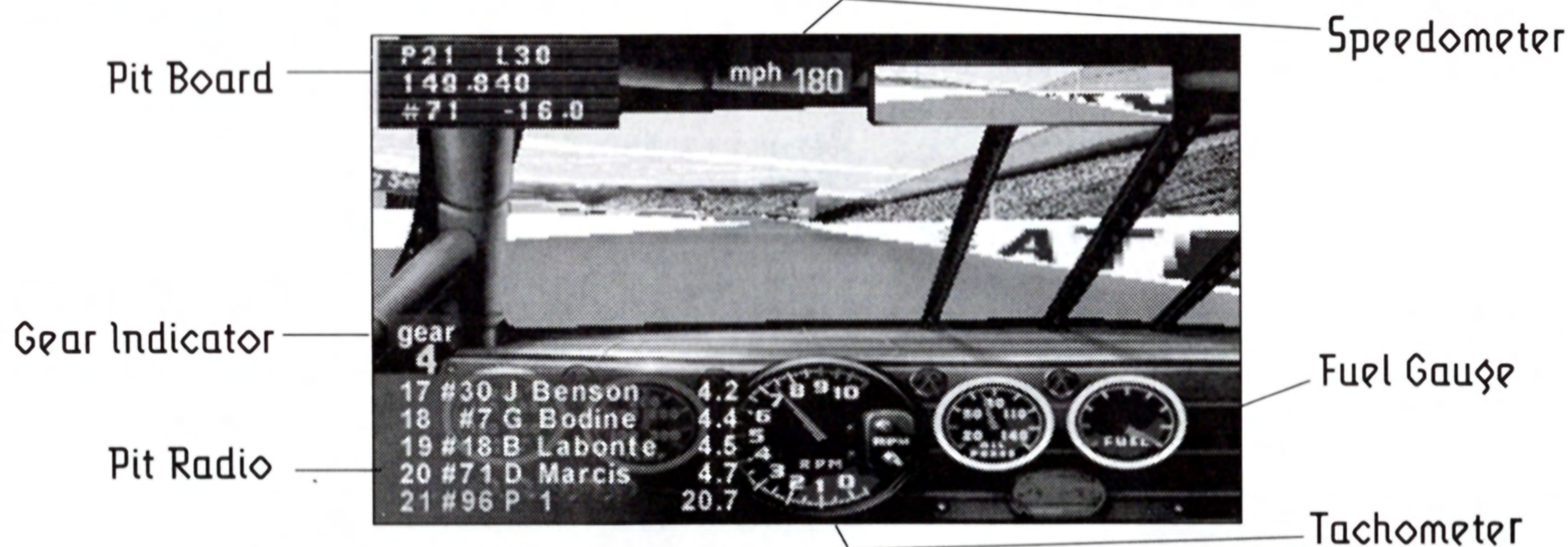
The following controls are the default settings. See the controller configurations menu for alternative settings.

Accelerate	_____	X Button and \triangle Button
Brake	_____	\square Button and \circ Button
Steer Left/Right	_____	Directional Buttons \leftrightarrow
Reverse	_____	Directional Button \downarrow
Shift Up	_____	R1 Button
Shift Down	_____	L1 Button
Cycle Pit Radio	_____	R2 and L2
Change View	_____	Select Button
Pause Game	_____	Start Button

IN THE CAR



There are three different perspectives available when racing. Pressing the Select button will toggle between the cockpit and two external views. The default view is from inside the cockpit. Here you are presented with a clear view out of the windshield and a collection of gauges and indicators on the dashboard.



The only two gauges you really have to keep an eye on are the Tachometer and the Fuel Gauge.

The Tachometer is the large gauge in the center of the dashboard. It displays the current RPMs of the engine which gives a reference for changing gears. Once the gauge reads around 9000 RPMs, it's time to shift gears. You can also watch for the red light to the right of the tachometer and the big red light in the lower right hand corner to start flashing to determine when to switch gears.

The Fuel Gauge, which is the gauge on the far right, displays how much fuel is left in the tank. A full tank is 22 U.S. Gallons. When the needle hits the red area, that means there are 3 gallons or less in the tank. Once the 3 gallon mark is reached, the red warning light will blink.

Your pit crew also gives you information via the pit board. This appears in the upper left-hand corner of the screen every time you pass the start/finish line. The board shows your current place, how many laps are left, your average speed for the previous lap, the number of the next car ahead, and how many seconds ahead the next vehicle is.

A track map is displayed in the upper-left-hand corner during an Arcade Race. This shows the layout of the track as well as the position of all the racers. Your car is shown as a yellow dot while the red dot represents the race leader. The car marked by the green dot is the next car you have to pass in order to move up a position and up in the standings.

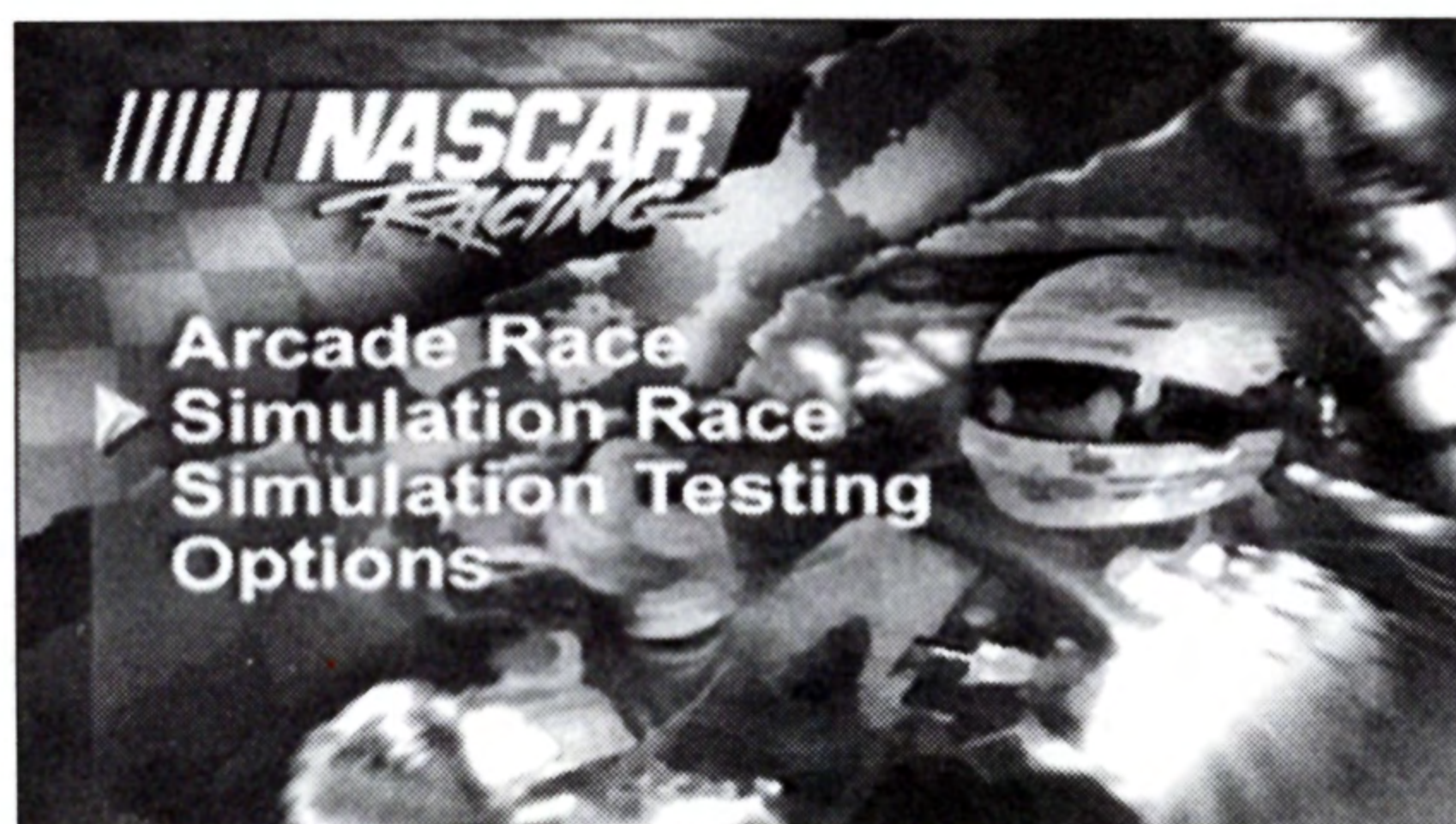
When you catch up to the top of the field, the top three cars have markers above them that displays their standing: 1st, 2nd, or 3rd.

When in either of the two external views, the current speed, RPM, position and gear are displayed in the lower right-hand corner.

THE MAIN MENU



Use the D-pad Up and Down buttons to highlight an option. Press X to select the highlighted option.



6 **Arcade Race/Simulation Race**

NASCAR® Racing offers two styles of play available from the Main Menu: Arcade and Simulation Racing. Both modes can either be played as a single race or as a Championship Season, but there are some significant differences between the two modes.

Arcade Race

Just get in and Race

Arcade Physics

3 Cars to choose from

Simulation Race

3 Driving Sessions: Practice, Qualify, and Race

Realistic Stockcar physics

Garage Options with unlimited car setup options

Selecting Arcade Race will bring you to the Car Selection screen. Here you can choose the car that best suits your skill level. Use the D-pad Left and Right buttons to highlight the desired car, then press X to select that car. After selecting your car, you will be brought to the Track Selection screen.

Selecting Simulation Race from the Main Menu will also bring you to the Track Selection screen. Here you can pick any single track or enter a Championship Season. Read the Championship Season chapter for information on the latter. Use the D-pad Left and Right buttons to scroll through the different tracks, then press X to select the current track. NOTE: HOLDING DOWN THE R1 BUTTON WHILE MOVING LEFT OR RIGHT WILL SCROLL THROUGH THE TRACK SELECTIONS QUICKLY.

Simulation Testing

Simulation Testing allows you to drive, with realistic physics, on any track without any other cars on the track. This mode is useful for tweaking car setups in the Garage or developing strategies for unfamiliar courses. All standard game controls apply in this mode.

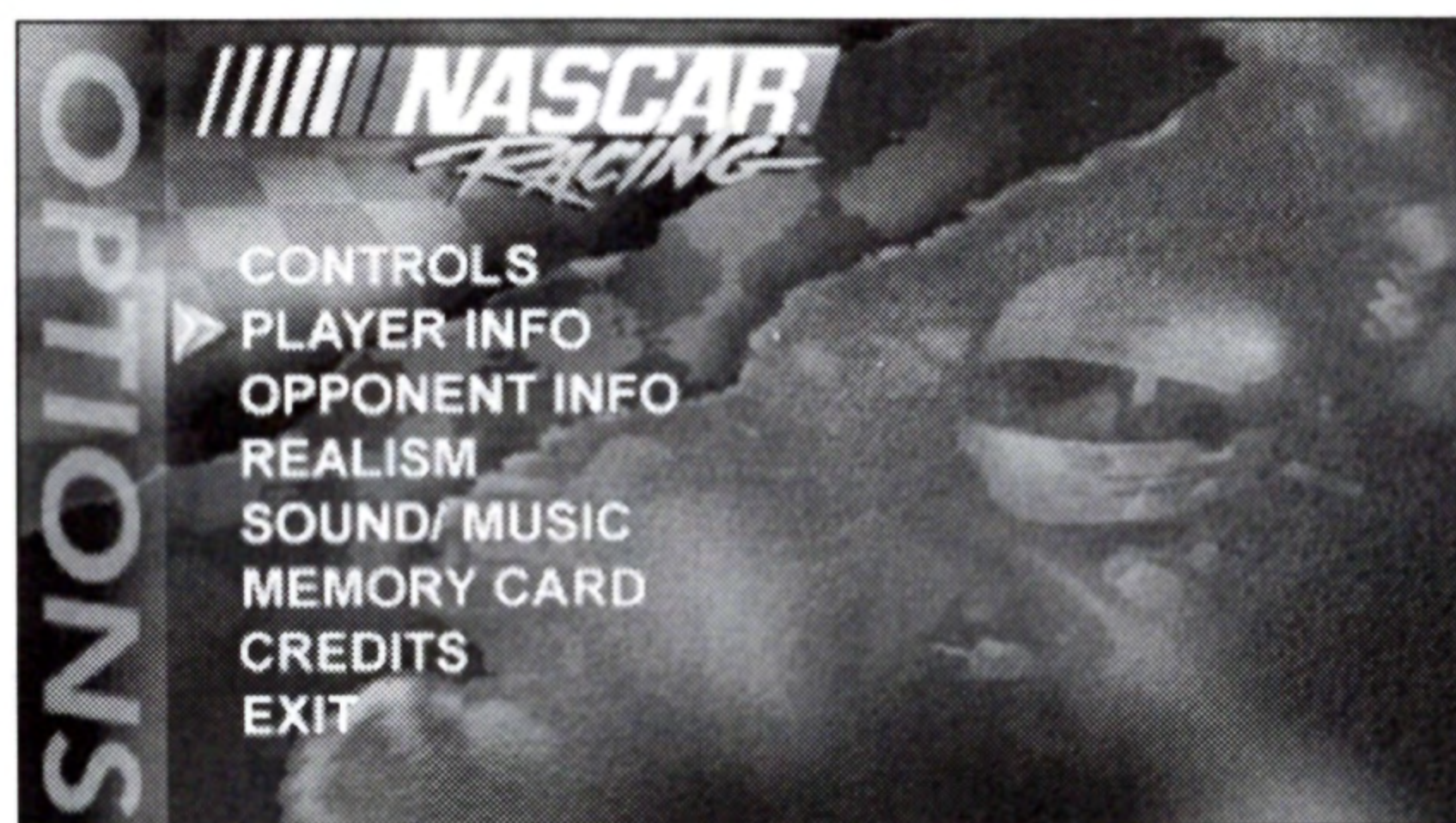
Options

From the Main Menu, the Options Menu is available. Here you can change controller configurations, alter the difficulty level, access driving help features and adjust many other features to suit your tastes.

OPTIONS MENU



Use the D-pad Up and Down buttons to select an option
Press X to select highlighted option



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Controls

The Controls option offers three different configurations for each supported controller. By pressing the left or right buttons on the D-Pad, you can view the different configurations. Pressing X will select the displayed configuration.

Player Info

The Player Info menu allows you to enter your name, which will appear in all of the standings screens. Use the direction buttons to highlight a letter and press X to select it. Select END when finished.

Opponent Info

Here you can view the car model for each opponent. Press left or right on the on the control pad to cycle through the drivers. Press X when you are done.

Realism

This sub-menu allows you to configure different gameplay elements to suit your tastes and skills. Use D-pad Up and Down buttons to select option. Use Left and Right to change a setting. Select Return and press X when you are finished.

Options available under Realism are:

Shifting: Allows you to set Shifting to Automatic or Manual.

Braking Help: Sets Braking Help to On or Off. Turning Braking Help on is very useful when learning a new track.

Race Length: Lets you set the length of the race as a percentage of the real life NASCAR[®] race.

Yellow Flags: Turning Yellow Flags On will bring out a yellow flag, or caution, after an incident, which is a good time to pit. See Rules and Regulations Chapter for full explanation.

Pace Lap: Turns Pace Lap On or Off. Setting this option to Off will start the race from a stopped position. Turning this option On will start the Race from a rolling start.

Car Damage: Allows you to set the amount of damage your car will take.

Oppt. Strength: Sets your opponent strength to match your skill level.

Sound/Music

The Sound/Music option uses two sliders to control the volume of sound effects or in-game music. Use D-pad Up and Down to move sliders. Use Left and Right, or X, to switch between the two or when finished.

Memory Card

The Memory Card option allows you to save all of your game options and also allows you to delete individual car setups from the memory card.

Credits

Allows you to view the names of all the fine men and women involved in making NASCAR[®] Racing.

THE RACE OPTIONS MENU



Pressing the START button while racing in either mode will pause the game and bring up the Race Options Menu. Some of these options, however, are not available in Arcade Mode. Use the control pad Up, Down, Left and Right to highlight option. Press X to select highlighted option.



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Resume: Return to the racetrack.

Replay: Shows a replay of whatever just happened on the track.

△ - Plays the replay.

○ - Pauses the replay

Left - rewind

Right - Fast forward

Up/Down - Change camera

R1 + Up/Down - View from any car

Pit Radio (Sim Mode only): Allows you to tell your pit crew what changes you'd like made when you pull into the pits. See Pit Radio Chapter for full explanation.

Restart Practice (Sim Mode only): Restarts the Practice session with you in the pits. The Practice session gives you a chance to see how changes made in the Garage change the handling of the car. It also lets you practice the track with other cars on the track.

Qualify (Sim Mode only): Allows you to qualify for your starting position in the race. You only get two laps in Qualify: one to warm up your tires and get up to speed and the second one is the one that gets counted as your qualifying lap.

Race: The real deal!

Garage (Sim Mode only): Allows you to fine tune your car for each track. See Garage Chapter for full explanation.

Driving Aids: Allows you to turn Braking Help on or and switch shifting to manual/automatic.

Load Settings (Sim Mode only): Lets you load car setups included with the game, or setups that are saved to the memory card. This is only available in Sim Mode, but in Arcade Mode this is replaced with Change Car, which allows you to choose from 3 cars.

Save Settings (Sim Mode only): Allows you to save car setups to the memory card after making changes in the Garage.

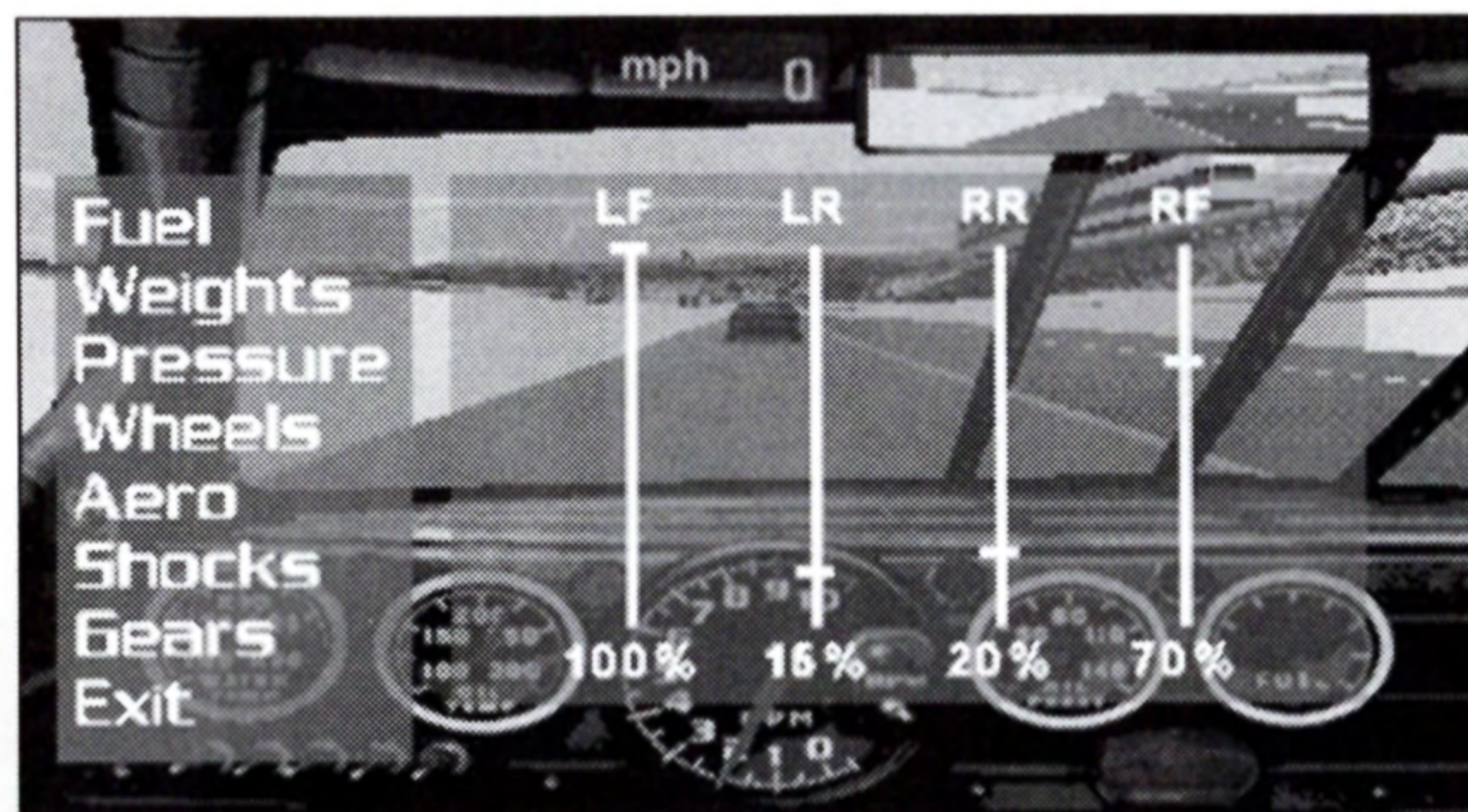
Music: Select which music track to play.

Leave Track: Brings you back to the Track Selection screen.

THE GARAGE



When the Garage is selected from the Race Options menu, you have the opportunity to modify your car in every detail (Garage is only available in Simulation Mode). These settings can be saved to a memory card when testing before entering the qualifications or actual race. For each track, different car settings are needed for optimal performance. All changes in the Garage are made with the D-pad. The Garage options are as follows:



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Fuel: It's not always good to have a full tank. Gasoline is heavy and can lower the speed of your car. However, not enough gas means more time-consuming trips to the pits for refueling.

Weights: Weight Jacking allows you to change the balance of the car. By increasing the weight on the left side, the car is more balanced through turns which can decrease wear on tires and improve grip. When more weight is applied to the rear, the car has more tendency to spin out, but the front tires will last longer. Cross Weight offers a slight fine-tuning adjustment. Positive cross weight (wedge) makes the car more stable in left hand turns. But, add too much cross weight, and the car will "push" wearing the front tires too quickly.

Pressure: Through this menu you can adjust the pressure for each of the four tires on your car. Under-inflated tires offer better grip but reduce the speed of your vehicle and the lifetime of the tire. Upping the tire pressure will increase speed at the expense of grip.

Wheels: The Wheels menu offers three options: camber, stagger, and wheel lock.

Camber adjusts how perpendicular your tires are to the track. Changing the angle of the tire affects how hot it gets under race conditions. The goal is to get the tires to heat evenly across the face, to get maximum grip and tire life. Keep an eye on the Tire Temps Pit Radio to see if the tires are heating evenly.

Stagger represents the difference of tire circumferences between the left and right rear wheels of the car. When the stagger number is positive, the tires on the right rear are slightly larger in diameter. This provides better grip in the turns, but may pull your car to the left on straight-aways.

Wheel lock references the steering range of your wheels. Increasing wheel lock provides quicker steering, but can lead to over-controlling the car.

Aero: The Aerodynamics menu has two sliders for the height of the front air dam and the angle of the rear spoiler. These both create downforce on the vehicle which helps it hug the track. Lowering the air dam creates more downforce on the front of the car which boosts grip at the expense of speed. Increasing the rear spoiler's angle will create more downforce on the rear of the car which helps in taking corners but also decreases top speed.

Shocks: The sliders in the Shocks menu affect the stiffness of the shock for each wheel. Stiff shocks make the car feel more precise, but softer settings offer greater grip.

Gears: The Gear settings change the gear ratio. Taller gears offer greater top speeds while shorter ones have better acceleration.



The Pit Radio option from the Driving Options menu activates the 2-way radio between you and your pit crew. The Pit Radio can be viewed by pressing R2 and L2 while driving, but to actually instruct your crew to make changes you must pause the game and choose Pit Radio from the Driving options menu. After making changes to the Pit Radio, pull into the pits and your pit crew will make all of the changes you asked for. Pit Radio is only available in Simulation Mode. See Garage Chapter for explanation of how making these changes will affect the handling of the car.

Lap Info: Gives your average lap speed and how much time is between you and the car ahead of, and behind, you. Also, a counter is kept marking which lap you are currently running.

Standings: Shows your current standing in the race. Your entry is highlighted in yellow. Also, tells you how many seconds/laps you are behind the leader.

Fuel: Displays how much fuel you have left, your current fuel mileage, and about how many laps your current gas level will run. The fill-to amount allows you to specify how much to fill the tank during the next pit. Again, carrying a full tank is not always the way to go.

Tire Temp: Displays the outer, middle, and inner temperatures for each tire. Numbers will turn yellow, and then red, as a warning that your tires are getting hot, which wears them quicker. Very useful when setting camber, tire pressure and weight distribution.

Tire Change: Displays the pressure of each tire and which ones are selected for a change during the next pit. If the corners of the box are filled, that tire will be changed during the next pit stop. By changing the pressure values, you can specify how much you want each tire inflated during the next pit. There's also a bar underneath each tire box. A green bar means the tire is OK; a yellow bar means

the tire is starting to wear and may become slippery; a red bar means it's time to change the tire. HINT: Sometimes it's better to change all four tires, sometimes only the two right side tires, or left side tires.

Cross Weight: Displays the current cross-weight value and allows the value to be changed for the next pit stop.

Spoiler: Shows the current angle of the rear spoiler and allows the angle to be set for the next pit.

Stagger: Shows the current wheel stagger and allows the value to be set for the next pit.

Pit Status: Shows what changes will be made during the next pit. If the car has taken damage, the Pit Status window will be set to Repair the damage by default. If you don't want to repair damage, this can be toggled to Do Not Repair by pressing the triangle button.

Clear Pit Radio: Clears the screen of any Pit Radio displays. This can also be done by pressing the R2, or L2, buttons until the Pit Radio disappears.

Return to Track: Puts you back on the track.

THERE IS A SPEED LIMIT OF 55 MPH ON PIT ROAD. IF YOU GO OVER 55 MPH YOU WILL BE BLACK FLAGGED.

Pitting, and coming up with a pit strategy, will take some practice, so make sure you do this before actually running a race. To pit, drive into pit-row; the long lane you start practice and qualifying laps in. Find your pit crew; you'll notice someone will be hanging over the guard rail with a sign. Make sure the sign is right over your hood and hit the brakes. The pit crew will then automatically do the tasks set through the Pit Radio menu.

If you do not make any changes in the Pit Radio, the pit crew will automatically change 4 tires, fill your fuel tank and repair any damage to your car when you go into the pits. This is also the case any time you pit in Arcade Mode.

THE CHAMPIONSHIP SEASON



The real test of skill is the Championship Season. Here you will compete against the most skilled stockcar racers around in a full NASCAR® season. Each track has its own characteristics, so it's a good idea to practice a bit before you try the whole season.

To start a championship season, select either Arcade or Simulation Race from the Main Menu. Cycle through the tracks until you see the Championship Season screen. Hit X and you will be presented with options to start a new season, continue a saved season, or return to the Track Selection screen. Unless you already have a season saved to a memory card, select New.

The next screen is the season schedule. This shows all the races for the entire season. The next race is highlighted in the track list. By selecting the next race, you will be sent to the appropriate track for the big event. Races can also be skipped by selecting any future race. No points will be given to you or the computer drivers for skipped races.

Race Standings Screen

Once you have finished a race, either by checkered flag, quitting early, or by mechanical difficulty, you are presented with the Race Standings Screen. This screen gives you information about the race you just finished, such as awarded points, average race speed, lead changes, etc. Pressing X will proceed to the Championship Standings Screen.

Championship Standings Screen

The Championship Standings screen is similar to the Race Standings Screen, but gives you accumulated information for the entire season.

Saving/Loading a Season

Pressing X after viewing the Championship Standings will prompt you to save the current season, or to continue without saving. To load a Championship Season, select Continue Saved Season after you choose Championship Season from the Track Selection screen. Only one season can be saved per memory card.

RULES AND REGULATIONS



Since NASCAR® Racing is a sport, there are rules to adhere to. Aside from regulations on what can and can't be used on regulation cars, there are several game-play elements you should be aware of.

The Flags

In NASCAR® Racing, there are several flags used to signify different states in the game.

Green Flag: A green flag represents the start of the race, or a restart after a yellow flag.

Yellow Flag: A yellow flag signifies a caution. When the yellow flag comes out, you must race back to the start/finish line and make sure that the yellow flag starts waving, which signifies you've taken the yellow flag. You may actually have to cross the start/finish line twice to take the yellow flag. Once you've taken the yellow flag, there is no passing, you must follow the car in front of you until the yellow is over. You cannot enter the pits during a yellow flag until a message comes up telling you the Pits Are Open. Pay attention as you approach the start/finish line, eventually you will be signaled that there is One Lap Until Green. This means the racing will commence the next time around.

Black Flag: The black flag is brought out when there is a violation of the rules. For instance, if you go too fast in pit row (55 mph speed limit on pit road), or pass under a yellow, or enter a closed pit, you will get a black flag. If you get a black flag, you must go to your pits within 5 laps to serve the penalty. They usually only hold you there for a second or two.

White Flag: The white flag signifies the final lap of the race.

Checkered Flag: Checkered flag signifies the end of the race.

Points:

Points are awarded after every race and are accumulated throughout the Championship Season.

Finishing Position	Points	Place	Points
1st	175	11th	130
2nd	170	12th	127
3rd	165	13th	124
4th	160	14th	121
5th	155	15th	118
6th	150	16th	115
7th	146	17th	113
8th	142	18th	111
9th	138	19th	107
10th	134	20th	105

Aside from placement in the race, 5 bonus points are given to each driver who leads at least one lap. An additional 5 points is awarded to the driver that leads the most laps.

RACING TECHNIQUE-HINTS AND TIPS



Winning in NASCAR® Racing isn't just about holding down the gas. There is a method to acceleration, and braking, that must be practiced for fast and consistent speed.

The sound of squealing tires is not good. If you hear your tires skidding, either let up on the gas, or let up on the steering. Holding down the D-pad to steer may force the car to over-steer, trying tapping the D-pad.

It's not necessary to keep top speed throughout the entire track. Some of these races are very long--stay in the pack, but don't concentrate on blowing past everyone right from the start. Reckless speed can lead to dangerous crashes, spinouts, and empty fuel tanks.

Each track has a certain line that provides optimal speed. This is called "The Racing line". You'll notice that the line for each track is marked by a trail of darkened pavement. This is the fastest way around the tracks.

A key technique in auto racing is drafting; this is the process of tightly following a fast-moving vehicle. When drafting, the car you are following generates a vacuum in its wake as it quickly pushes the air aside. This vacuum drags along your car --keeping you up to speed with little fuel expense.

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