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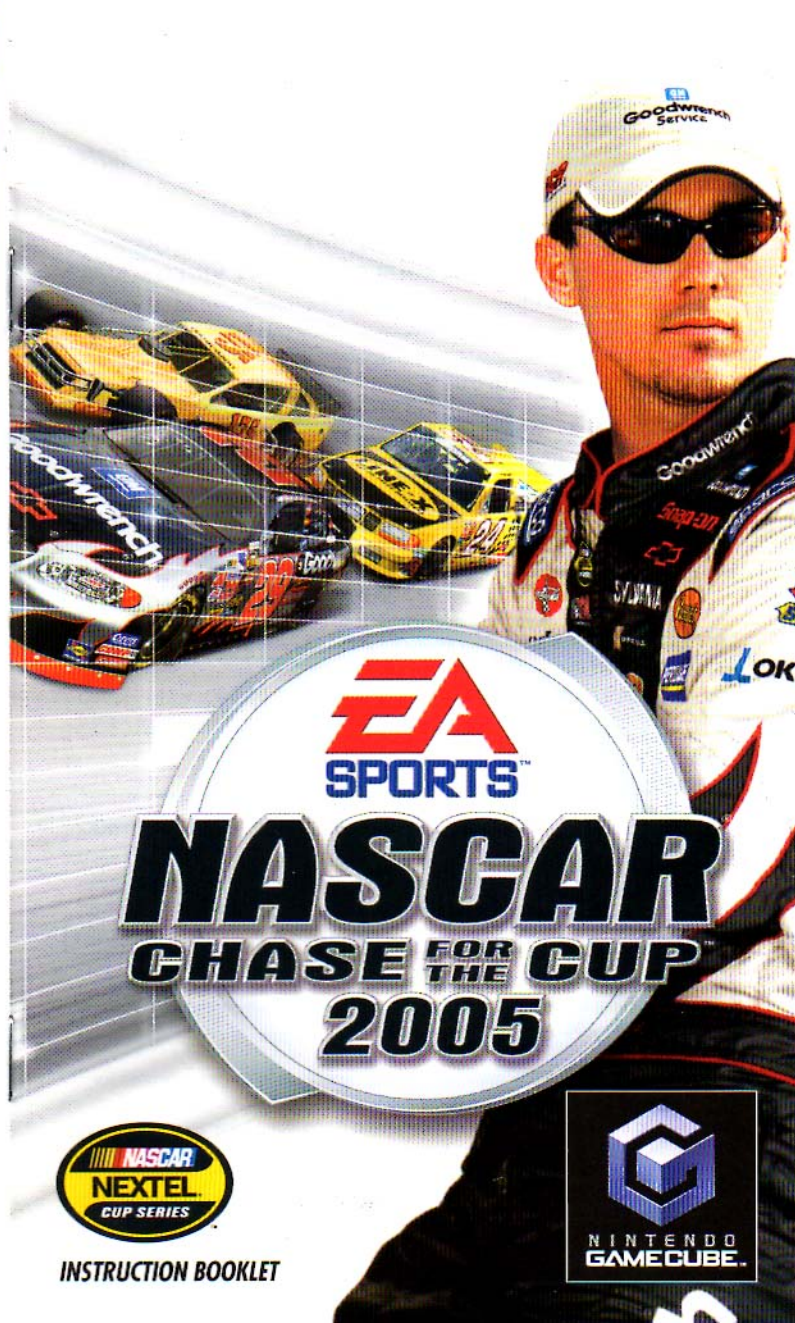
GAME ACCESS CODE:

EmuMovies

It's Fast. It's Easy. It's Worth It!



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INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

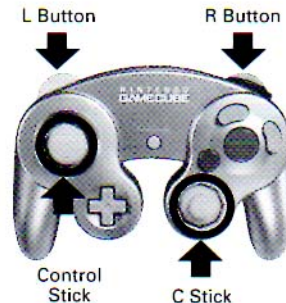
⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.
Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.



THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.



THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.



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GETTING STARTED

NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *NASCAR® 2005: Chase for the Cup™* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *NASCAR 2005: Chase for the Cup* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *NASCAR 2005: Chase for the Cup* title screen, press **START/PAUSE** to advance to the Main menu.

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For more information on *NASCAR 2005: Chase for the Cup* and other EA SPORTS™ titles, visit EA SPORTS on the Web at www.easports.com.

COMMAND REFERENCE

NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick ↕
Change highlighted item	+Control Pad or Control Stick ⇔
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode. In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the **B** Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in Progressive Mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

COMPLETE RACING CONTROLS

Steer	Control Stick ⇔
Throttle	R Button
Brake/Repair	L Button
Reverse (when stopped)	X Button
Change view	Y Button
Shift up/down (manual transmission only)	C Stick ↕
Intimidator	B Button
Toggle HUD (Head Up Display)	+Control Pad ↕
Share Draft	A Button
Toggle rear view mirror ON/OFF	+Control Pad ⇔
Pause game	START/PAUSE

FIGHT TO THE TOP

Build a storybook career as you work your way through the NASCAR® Featherlite Modified Series, NASCAR® Craftsman Truck Series, NASCAR® National Series, and NASCAR® NEXTEL Cup Series ranks in all-new Fight to the Top mode. Earn money and prestige as you win races and build a racing empire. It all begins when Ryan Newman challenges you to a race in New York City. If you win the race, you can continue in the Fight to the Top mode (see below).

FIGHT TO THE TOP MENU

When you first enter Fight to the Top mode, review the phone message from your agent. He can point you in the right direction to jump-start your racing career.

Select Event Review the schedules for different weeks, and then select the event you want to enter.

Early in your career you may find empty weeks in your schedule. Press the R Button to skip to the next week.

Race Shop Sign driver contracts or buy teams to race in any of the four racing series. Manage your purchased teams from your Race Shop.

You must complete your first season under contract before you may buy a team.

- ❖ As a driver, just focus on racing. Finish well, increase your Prestige rating, and draw interest from better-funded teams that invite you to prove your skills in Test Sessions. Perform well there, and you'll soon receive offers for better rides.
- ❖ As a driver/owner you earn more money, but you also must manage all aspects of your team. After you buy a new team, you need to sign a sponsor, train your pit crew, create your car's paint scheme, and manage your merchandising.

FIGHT TO THE TOP CONT.

You cannot be a driver and a driver/owner in the same series during a season. If you are under contract in a series, you cannot purchase a team in that series until after your contract expires. Make your team decisions at the beginning of each season.

When competing in multiple series at the same time, multiple events may occur on the same day. However, you can't be in two places at once. As an owner, you can hire a driver to race an event for you. Select HIRE DRIVER, and choose the driver who best fits your budget.

Game Status Check your prestige, fan support, cash reserves, and overall progress in your Fight to the Top.

My NASCAR® For more information, see p. 9.

SEASON INFO

Track your progress through the NASCAR season using the Calendar, Contract History, Track Performance, Season Standings, and Pole Awards.

PHONE MESSAGES

Read your phone messages from time to time, as your agent brings you news of offers from other teams and sponsors, as well as tips on events on your calendar, and helpful game advice. After you listen to a message, it is stored in the Phone Messages screen.

HEROES, VILLAINS, FANS, AND PRESTIGE

In Fight to the Top mode, you can choose to be a Hero or a Villain. Remember, your performance on the track earns you more than money.

❖ Your Hero or Villain status is displayed in the Fight to the Top Main menu.

Hero Heroes fight to win without using tactics that could anger other drivers. They can also Share Draft with other drivers more easily.

Villain Villains do whatever it takes to win—even if that means knocking other drivers out of the race. Villains can also intimidate other drivers more easily using the Intimidator control.

Prestige Perform well on the track and you increase your Prestige. Drivers with high Prestige receive offers to drive in Test Sessions. Drive well in a Test Session, and you can earn contracts to compete in better racing series.

Fan Support Fans flock to drivers who know how to win, Hero or Villain. They also like drivers who take time to sign autographs. Adding fans means you make more money from your merchandise trailer.

SHOWDOWN AND CHARITY RACES

Showdown Races If your fan support grows high enough, or if you build an intense rivalry, other drivers may challenge you to one-on-one races in production cars. Winning some Showdown Races may unlock a production car for use in Race Now mode.

Charity Races Drivers with high prestige get invited to race in Charity Races. Only the best of the best are invited to compete here. While there is no prize money in a Charity Race, you can earn extra Hero/Villain points, a Skill Point bonus, fans, or all of the above.

ON THE TRACK

While racing, you have to be aware of your surroundings at all times. Read this section to prepare yourself for NASCAR racing.



DRAFTING, FLAGS, AND SKILL POINTS

Grudges & Alliances

When you bang into or intimidate another car, that car's driver may remember it on the next lap or even the next race. Similarly, if you let a driver share draft off of you, you can become allies, and you may gain some help from him on a later lap. A red icon displayed above a car indicates that driver holds a grudge against you.

Standard Drafting

When you pull up close to the bumper of the car in front of you, both cars can go faster than if they were driving separately. Additionally, you can save gas. The blue meter shows the current strength of the regular draft.

Share Draft

When the green draft meter fills to the top, press the **A** Button to Share Draft with the car in front of you. Share Draft increases the speed of both cars and improves your relationship with the other driver. The green meter fills faster if your driver is a Hero.

Intimidator

Similar to drafting, you can intimidate other drivers with your car. To be an Intimidator, approach the bumper of another car. When the red draft meter fills completely, press the **B** Button to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but that driver may also hold a grudge against you. The red meter fills faster if your driver is a Villain.

Flags

During the course of a race, flags are displayed to indicate changes in track conditions. A yellow flag means that you must slow down and maintain your current position in the field.

There are no yellow flags in Featherlite or Production Car races.

Pit Stops

During longer races, you have to make pit stops to refuel, get new tires, and repair your car. When you enter pit row, you must enter at 70 mph or below. You can change your pit options before you reach your stall. For more information, see Pit Options on p. 8.

Pit stops are not allowed in Featherlite and Production Car races.

ON THE TRACK CONT.

Skill Points Earn Skill Points in each race (excluding multiplayer modes) by driving well and completing laps without damaging your car. Use Skill Points to purchase Thunder Plates that unlock tracks, cars, sponsors, and more. For more information, see p. 9.

PAUSE MENU

From the Pause menu, you can review your Pit Options and Game Options, or you can resume, restart (Race Now mode only), or quit the race.

Pit Options For the next pit stop, you can make changes to your setup or set (via Pause menu) the amount of fuel and number of tires to add. An increase to any of these settings adds time to your pit stop.

OTHER RACE MODES

To acquire Skill Points that can be spent on Thunder Plates, try the Lightning Challenge, Dodge SpeedZone, and Chase for the Cup™ modes.

RACE NOW

To take the green flag as fast as possible, select RACE NOW. In the Race Now Settings screen, you can choose the series in which you want to race: NASCAR NEXTEL Cup Series, NASCAR National Series, NASCAR Craftsman Truck Series, NASCAR Featherlite Modified Series, and Production. Each series features its own type of cars.

- To play a multiplayer game in Race Now or Season Modes, plug in a second Nintendo GameCube™ Controller and highlight PLAYERS. Then, use the +Control Pad or Control Stick ⇨ to select 2. You and a friend can now race head-to-head.
- The Production Cars series allows you to race any production cars you have unlocked in Fight to the Top mode.
- In the Pre-Race menu, you can choose to Practice on the track or attempt to Qualify for the race. After qualification, you can use the Happy Hour session to fine-tune your car's setup.

CAR SET-UP PRESENTED BY AUTOZONE

In the Car Set-up screen, you can make adjustments in your car's set-up to match conditions on the current track. To return your car to its default setup, select DEFAULT SET-UP.

SEASON

Race an entire NASCAR season in any of the four series. In the Difficulty screen, select your series, the number of races in it, the difficulty level, and the length of each race.

LIGHTNING CHALLENGE

Relive some of NASCAR Racing's greatest moments of the past year. When you complete a Lightning Challenge, you earn Skill Points, which can be spent on Thunder Plates.

SPEEDZONE

Practice specific skills such as passing, blocking, and drafting. Win the challenge, and earn Skill Points to buy Thunder Plates.

CHASE FOR THE CUP™

Be a part of NASCAR Racing's exciting new scoring system. The Chase begins with ten races left in the season, with each driver separated by five points in the standings. If you win the Chase, you earn Skill Points based on your selected difficulty settings and your starting position in the Chase field.

In the Contenders List, add individual drivers to your field, or let the computer fill out the field automatically.

MY NASCAR®

Review your Skill Points, Thunder Plates, and Best Lap times, or adjust your game settings. You can also Save and Load your progress.

THUNDER PLATES

When you earn Skill Points, you can use them to buy Thunder Plates, which unlock tracks, cars, sponsors, and more.

SKILL POINTS

In the Skill Points screen, you can see your total Skill Points earned and a list of available bonus tasks and the rewards you can earn by completing them in-game.

SETTINGS

Use the Gameplay, Controller, Music and Audio controls to adjust your game settings.

OTHER FEATURES

CUSTOM CAR GARAGE

Design your own custom cars to use in any of the four NASCAR series in Race Now, Season, and Chase for the Cup™ modes. After you select the series and a car skin, the Modify Paint Scheme screen lets you access areas where you can change your car's graphics, sponsor decals, and paint colors. For each series, you can store up to four cars.

EA SPORTS™ EXTRAS

Check out the EA SPORTS Extras to see the people who made the game. Select REPLAY PROLOGUE to race Ryan Newman in New York again.

SAVING AND LOADING

Keep track of your records, settings, and more by saving your game file to a Nintendo GameCube™ Memory Card.

TO SAVE YOUR GAME PROGRESS:

1. From the My NASCAR® menu, choose SETTINGS. In the Settings screen, select SAVE.
2. The Save menu appears. Highlight a NEW SAVE slot, and press the A Button.
- ➔ To overwrite an existing save file, highlight the save file you wish to replace and press the A Button.
- ❖ You can toggle AutoSave OFF/ON in the Save screen.

TO LOAD SETTINGS:

1. From the My NASCAR® menu, choose SETTINGS. In the Settings screen, select LOAD to load your game.
2. The Load menu appears. Highlight the game you wish to load and press the A Button.

LIMITED 90-DAY WARRANTY

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EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>
Phone: (650) 628-1900

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