

EA
SPORTS™

NASCAR®

2001



EVERYONE
E
CONTENT RATED BY
ESRB

NASCAR

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ↳ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ↳ 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.



NASCAR

2001

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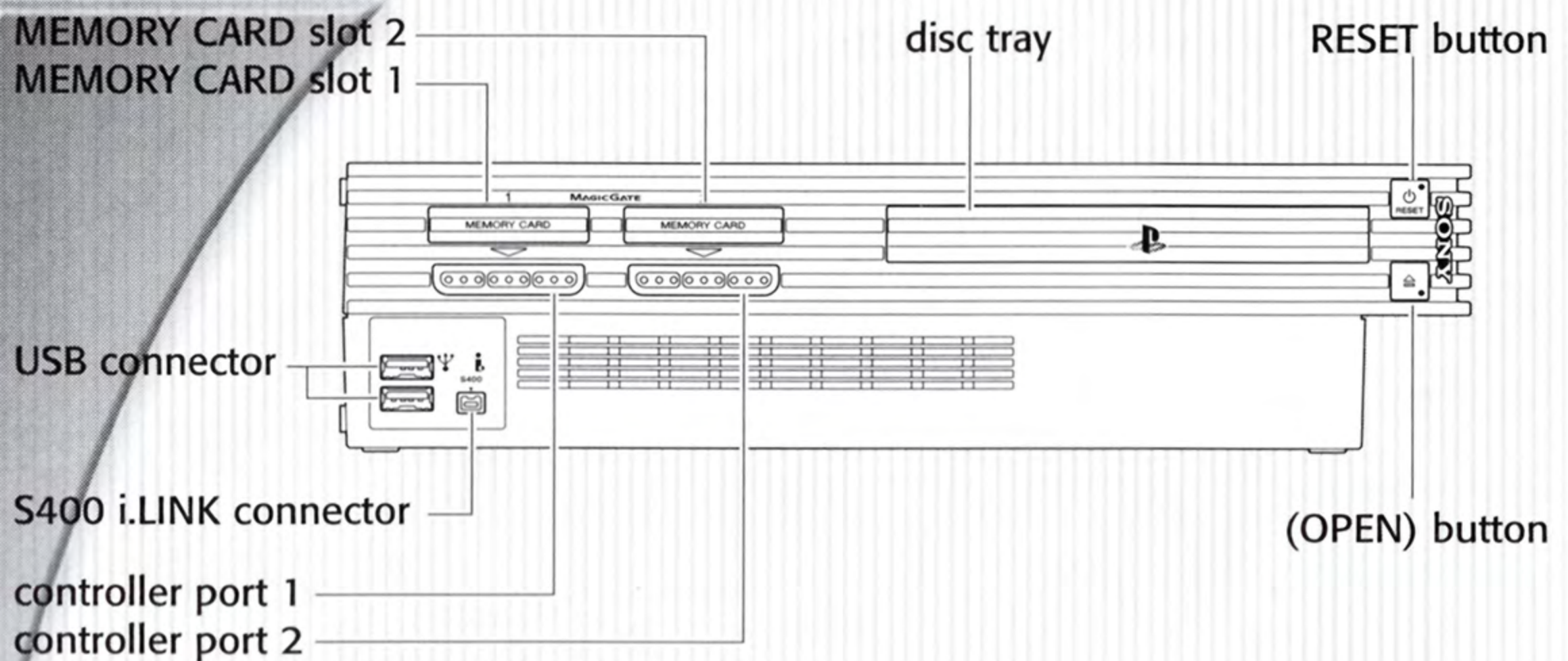


For more info about this and other titles, check out
EA SPORTS™ on the web at www.easports.com.

IN MEMORY OF ADAM PETTY AND KENNY IRWIN JR.

GETTING STARTED

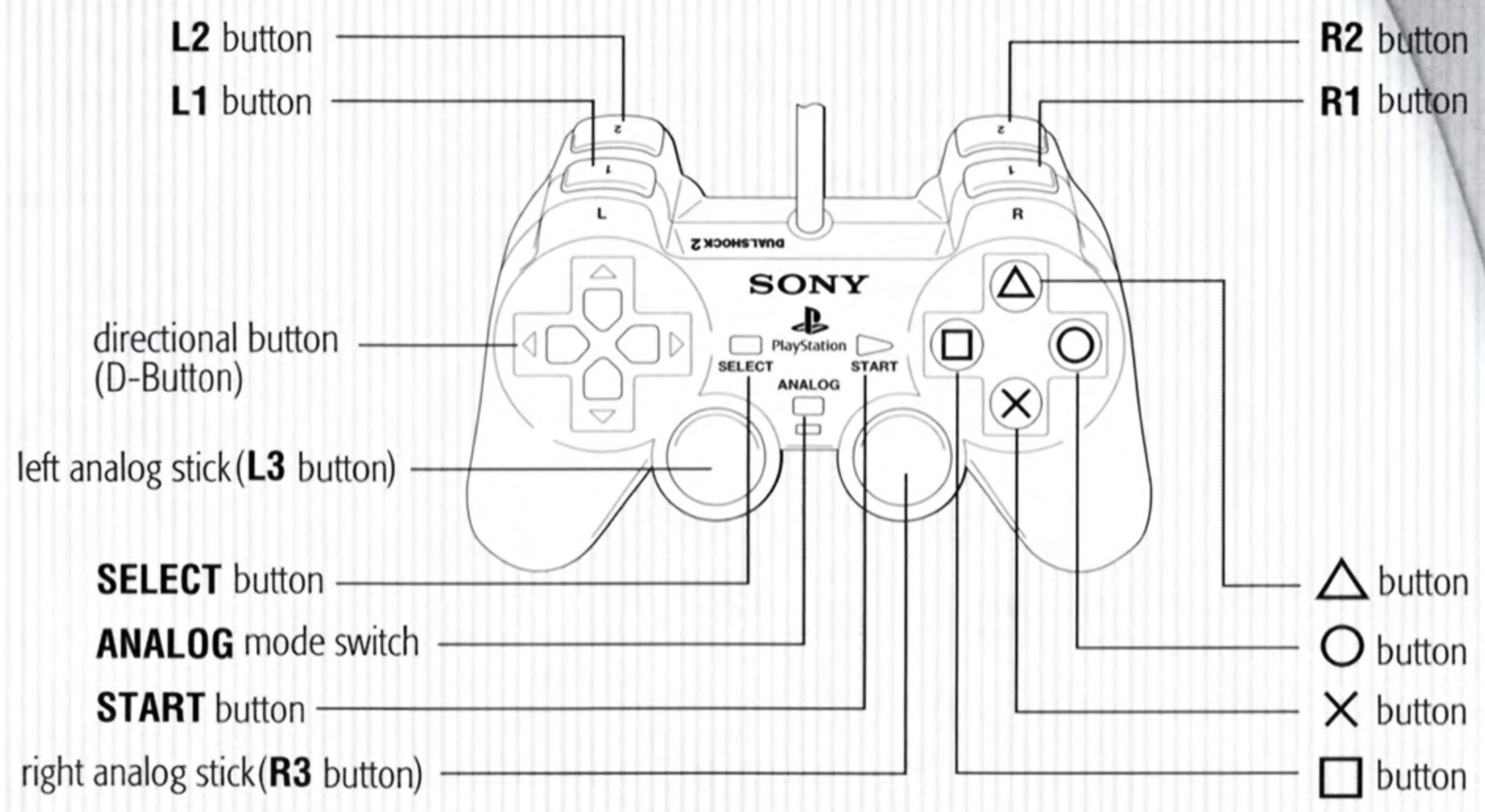
PLAYSTATION®2 CONSOLE



- 1.** Set up your PlayStation 2 console according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
- 3.** Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
- 4.** Place the *NASCAR® 2001* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
- 5.** Insert game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this software manual for information on using *NASCAR 2001*.

COMMAND REFERENCE

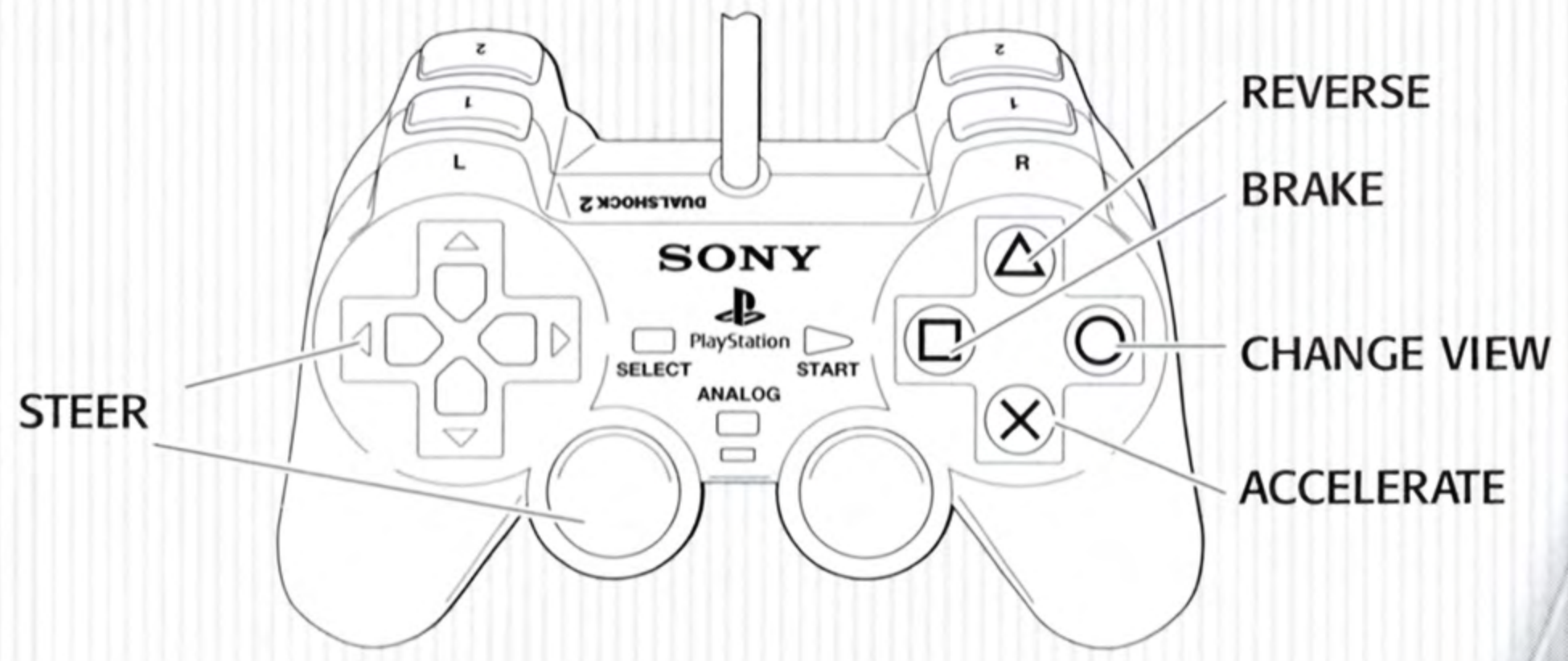
DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATION



BASIC CONTROLS

Learn these basic controls to put yourself in the driver's seat.

➔ For a more detailed list of commands, ➤ *Complete Controls* on p. 4.



COMPLETE CONTROLS

Once you've mastered the basic controls, learn these more detailed controls and navigate your way to the head of the pack.



NOTE: Default options are listed in **bold** in this manual.

MENU SCREEN CONTROLS

Highlight menu items	D-Button or left analog stick \updownarrow
Cycle choices/Move sliders	D-Button or left analog stick \leftrightarrow
Select/Go to next screen	X
Cancel/Return to previous screen	▲

COMPLETE RACING CONTROLS

Steer	D-Button or left analog stick \leftrightarrow
Accelerate	X or right analog stick \uparrow
Brake	■ or right analog stick \downarrow
Reverse (when already stopped)	▲
Change view	●
Toggle rear view mirror ON/OFF	L1
Damage meter	L2
Cycle HUD	SELECT
Upshift (manual transmission only)	R2
Downshift (manual transmission only)	R1
Pause game	START



INTRODUCTION

DOMINATE AT DAYTONA®

Race fender-to-fender with NASCAR's stars as the #1 sports racing game comes to the PlayStation 2 console. Brand new from the ground up, *NASCAR 2001* roars to the front of the pack with the most competitive, authentic racing experience. Stunning 3D graphics and visual effects, realistic physics, and real NASCAR cars, tracks, and lifestyle put you in the driver's seat-and for the first time, race at Daytona International Speedway®, "The World Center of Racing." This is your first chance to experience NASCAR with PlayStation 2 console technology. With the power of 750+ horses under the hood, muscle your way to the championship in *NASCAR 2001*.

NASCAR® 2001 Features:

- ❖ **THE GREAT AMERICAN RACE:** Race in the Daytona 500 for the first time in a NASCAR video game.
- ❖ **NEW TECHNOLOGY:** All new game engine designed specifically for the PlayStation 2 console puts you in the driver's seat like never before. The realistic physics model includes settings from Arcade handling to tough Veteran difficulty and Simulation handling.
- ❖ **FULL CAR DAMAGE:** Including dents, car parts that fly off, sparks, smoke, oil fires, and car breakdowns.
- ❖ **RICH 3D GRAPHICS:** Stunning car models are complete down to details such as engines, car interiors, sponsor decals, and driver. Special effects include real-time lighting, reflection mapping, and debris effects such as dust and smoke.
- ❖ **TOUGH COMPETITION:** Bump and grind against over 35 top NASCAR drivers, each modeled after real-life tendencies and abilities.
- ❖ **REAL TRACKS:** 12 ovals and road courses with rich 3D environments and day and night racing.

MAIN MENU

From the Main menu you can hit the track straight away in a Quick Race, take on the pack in a Single Race or Championship Season, or go up against a friend in a two-player game. You can adjust game settings and options, or view the *NASCAR 2007* credits.

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. 7).

ONE PLAYER

Run a single race against the field (► below) or race in a Championship Season (► p. 11) with one player.

TWO PLAYER

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

GAME OPTIONS

Set audio and display options, and configure controller settings (► p. 10).

CREDITS

View a list of the people who contributed to *NASCAR 2007*.

ABOUT EA SPORTS

Check out the EA SPORTS line up.

STARTING A SINGLE RACE

Select a driver and a track and set your NASCAR options. You can choose to practice or qualify before the race.



For two player, insert a second controller in controller port 2. Select TWO PLAYER from the Main menu. Follow the instructions below for starting a two player single race. To race a two player Championship Season, follow the instructions on page 11.

QUICK RACE:

A non-stop trip onto the track. No setup choices to make, no need to qualify—you start in the middle of the pack as a randomly selected driver on a randomly selected track. Just get in the car and drive. Choose QUICK RACE from the Main menu to get behind the wheel now.

To start a single race:

1. From the Main menu choose ONE PLAYER. The Single Player Race menu appears.
2. Highlight SINGLE RACE and press **X**. The Race Setup menu appears.
3. To select a driver, press the D-Button **↑** to highlight SELECT DRIVER and press **X**. The Driver Select menu appears.

➔ To cycle through available drivers, press the D-Button **↔**. When you locate the driver you want, press **X** to return to the Race Setup menu.

- To create a driver, press ● (➤ *Creating a Driver* on p. 9).
- 4. To select a track, press the D-Button ⬆ to highlight SELECT TRACK and press ✖. The Select Track menu appears.
- To cycle through available tracks, press the D-Button ⬅➡. When you locate the track you want, press ✖ to return to the Race Setup menu.
- 5. When you've got the race setup the way you want, select GO TO TRACK and press ✖ to advance to the Race Weekend menu.

THE RACE WEEKEND MENU

The Race Weekend menu is your chance to adjust your car's setup, qualify for a good starting position, check out the track, or go straight to race day.

CAR SETUP	Toggle your car's transmission, and choose your setup from one of three options accenting speed, acceleration, or handling. (➤ p. 13)
❖	Specific options such as wedge are only available if physics is set to simulation at the NASCAR options screen.
PRACTICE	Run a few practice laps to get the feel for the track and your car's setup.
QUALIFY	Take two laps to determine your position in the starting grid.
RACE	Battle for position against NASCAR's top drivers.



EA TIP: Be sure to qualify before the race. If you fail to qualify, you start at the back of the pack.

ON THE TRACK

Whether you're racing, qualifying, or practicing, racing begins with the cars approaching the start line. You take control after the countdown.

- ❖ For racing controls, (➤ *Complete Game Controls* on p. 4.)

RACE SCREEN

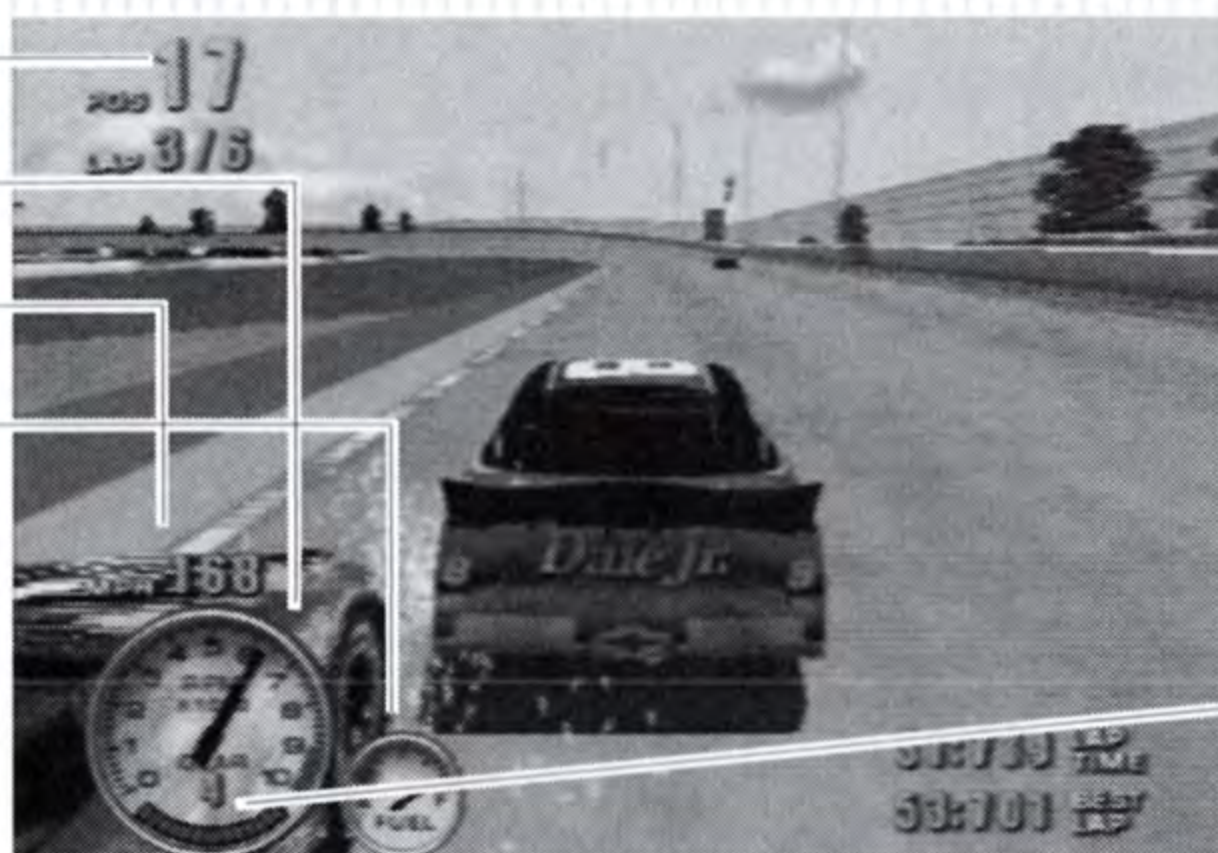
Keep your eyes on the track, but also watch your gauges and meters, all of which are displayed for you on the race screen.

Stat Overlay

Tachometer

MPH

Fuel Gauge



DRAFT METER—the closer to and more inline you are with the car in front of you, the more of a draft you get

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 under yellow.



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 last 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.

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 computer takes control of your car and 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 accelerate as you exit pit road 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 options.

↳ To bring up the Pause menu, press **START** at any time during the race.

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 STATS to check all the cars' current positions in the field as they run.
SOUND OPTIONS	Adjust music, sound effects, commentary volume, and other sound options.
DISPLAY OPTIONS	Toggle the Leaderboard ON/OFF and set the Track Map ON/OFF .
PIT OPTIONS	Select your pit options including fuel intake, change left/right tires, repair damage, and adjust wedge.
QUIT RACE	Abort the race, practice run, or qualifying round.

CREATING A DRIVER

Put yourself behind the wheel of one of six custom cars and go up against the pack.

To create a driver:

1. From the Select Driver screen, press ●. The Car Selection screen appears.
2. Press the D-Button ↔ to cycle through the available cars. Press ✕ to select the car you want. The Enter Driver Name window appears.
 - ↳ To cycle through the available characters, press the D-Button ↑↓.
 - ↳ To go to the next character or back up one character, press the D-Button ↔. Press ✕ to finish and choose DONE to confirm.
3. A pop-up screen prompts you to save your driver. Choose YES to save to a Memory Card(8MB) (for PlayStation 2). Then press ✕ to return to the Single Race Main menu.

OPTIONS

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

NASCAR OPTIONS

PHYSICS

Choose Arcade for easier handling or Simulation for more realistic handling.

AI DIFFICULTY

Set opponent car AI strength to **ROOKIE**, **VETERAN**, or **LEGEND**.

RACE LENGTH

Set the length of your race based on the percentage of a real-life NASCAR race at the same track. The default race length is **3%**. (See track diagram for lap equivalents.)

PIT MODE

Toggle the Pit Scaling feature **NORMAL**/SHORT. When set to SHORT, fuel and tires wear faster than normal.

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 **LIMITED**, if your car gets damaged, press accelerate 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 (the computer controls your car while the yellow flag is out). Set this option ON/**OFF**.

SPEED COMP

Available in 2-Player Mode only. Set **ON** to give the trailing car a boost, giving them a chance to catch up. Choose off to disable this feature, or choose limited to give them a slight boost.

GAME OPTIONS

Adjust your controller, sound and display options and save your current setup.

GAME OPTIONS

CONTROLLER SETUP

Choose one of three controller configurations.

- ➔ From the Controller Setup screen, press the D-Button **↔** to cycle through the setup choices,

then press **X** to accept the setup shown and exit.

- ◇ When a DUALSHOCK 2 analog controller is detected, *NASCAR 2001* asks you whether or not you want to disable the vibration.
- ◇ Controls listed in this software manual are from Config 1.

SOUND OPTIONS

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

DISPLAY OPTIONS

Toggle the Leaderboard **ON/OFF** and the Track Map **ON/OFF**.

SAVE CURRENT OPTIONS

Save your option selections.

CHAMPIONSHIP SEASON

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

➔ From either the One or Two Player menu, choose CHAMPIONSHIP SEASON mode. The Season Setup screen appears.

SEASON SETUP MENU

From the Season Setup menu you can choose your driver and type of season, and set NASCAR options. Selecting your driver works similarly to selecting a driver for an Single Race (➤ *Single Race Mode* on p. 6). Season Setup menu items are similar to those for an Exhibition race, except for type of Season, detailed below.

SEASON

Choose a **FULL**, HALF, or Pack 1, 2, or 3. Packs 1, 2, and 3 are seasons consisting of 4 different tracks offering a quick and challenging experience.



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.)

SEASON MENU

GO TO TRACK	Go to the next scheduled race in your season.
LOAD/SAVE SEASON	Save your season to your Memory Card (8MB) (for PlayStation 2) or load a previously saved season.
CHAMPIONSHIP STANDINGS	View the standings for the current NASCAR season.
SEASON STATS	Check out driver stats for the current season.
GAME OPTIONS	Setup your controller and adjust sound, display, and save options.
EXIT SEASON	Return to the Main menu.

SEASON LOAD/SAVE MENU

Save or Load a season in progress.



NOTE: Never insert or remove a Memory Card (8MB) (for PlayStation 2) when loading or saving files.



NOTE: NASCAR 2001 loads game options and created drivers from a Memory Card (8MB) (for PlayStation 2) upon bootup only. This information is always loaded from Memory Card slot 1 when two Memory Cards with NASCAR 2001 data are inserted.

To save a season:

1. From the Season menu, select load/SAVE SEASON. The Season Load/Save menu appears.
2. Highlight (in red) the season you wish to save and press **X**. The Enter Season Name window appears.
↳ To rename your season, press the D-Button and press **X**. Or press **●** to erase all characters at once. Renaming your season is optional.
3. Press **X** again to return to the Season menu.

To load a saved season:

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

To delete a saved season:

1. From the Season Load/Save menu, select DELETE SEASON. The Save/Load Season screen appears.

2. Highlight the file you want to delete and press **X**. A pop-up window prompts you to confirm. Choose YES to delete the file or **NO** to return to the Save/Load screen without making any changes.

CAR SETUP

Modify your car's setup to suit each track.

- ◆ When you choose CAR Setup from the Race Weekend menu, the Car Setup menu appears.
- ◆ Not all car setup options are available in Arcade Mode. To access all options, choose Simulation from the Nascar Options menu.

SPOILER ANGLE

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

SUSPENSION

Set the stiffness of your car's shocks. Soft shocks allow your car to roll into the turns. Stiffen just the front shocks for understeer or just the rear shocks for oversteer.

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.

GEARING

Adjust your gearing. The lower the gearing number, the faster you get to the top of the gear, but your top speed is slower. Higher gearing numbers provide greater top speed, but they take longer to climb.

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.

TRANSMISSION

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

DEFAULT

Reset all options to their original settings.

LOAD/SAVE SETUP

Access a previously saved setup or save the current settings. You can save 2 car setups for each track.

CREDITS

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Senior Producer: Michael Kosaka

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Action Sports Photography

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David De Martini

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SOUNDTRACK

"TROUBLE IS..."

Performed by Kenny Wayne Shepherd

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

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Only Hit Music (BMI) and

Manchaca Music (BMI) administered by Bug Music

(P) 1997 Revolution

Produced under License from

Warner Bros. Records

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
© 2000 Buzzard Rock Music (BMI)
Jake Henry Music
(ASCAP) and Woody Music (SESAC)
(P) 2000 recording courtesy of
Government Mule

"TWENTY NINE"

Performed by Karma to Burn
Written by Rich Mullins, Will
Mecum and
Rob Oswald
© 1999 Zomba Enterprises Inc./
Crack Angel Songs
(administered 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
© 1999 Zomba Enterprises Inc./
Crack Angel Songs
(administered by Zomba Enterprises Inc.)
(ASCAP)
(P) 1999 Recording courtesy of
Jellysyrup Productions

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