



NASCAR® 07

Elliott Sadler



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 please visit www.esrb.org.

PROGRESSIVE SCAN MODE

Below is how you set the game in progressive scan mode:

- To change your resolution to progressive scan mode, press and hold the  button and the  button during start up.

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RACING CONTROLS

Whether you're driving an automatic or racing manual master these default driving controls to earn Skill Points as you make a chase for the NEXTEL Cup.

AUTOMATIC

Steer	left analog stick/D-button
Accelerate	R2 button
Brake	L2 button
Reverse	△ button
Team Communicator (see p. 3)	right analog stick
Share draft	× button
Intimidator™ (see p. 5)	□ button
Change view	○ button
Toggle rearview mirror	L3 button
Toggle mirror/display	SELECT button
Pause game	START button

MANUAL

Shift up/down	R1 button/ L1 button
Reverse	△ button

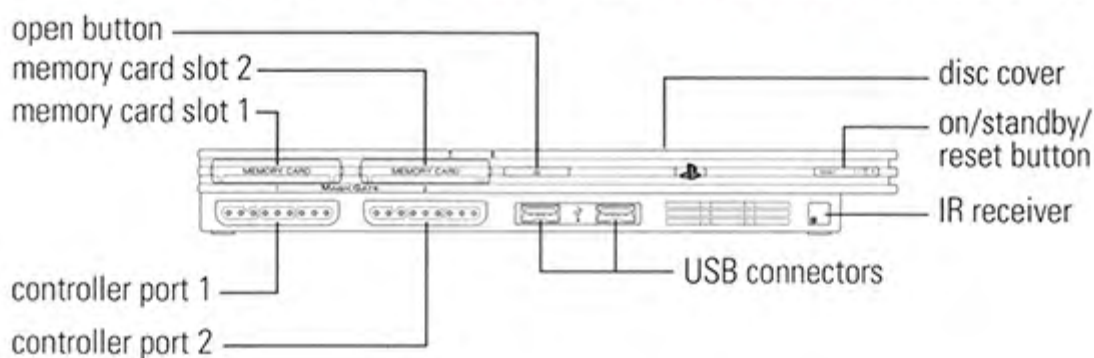
NOTE: Switch from Automatic to Manual transmission via the Pause menu's Driving Controls screen.



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GETTING STARTED

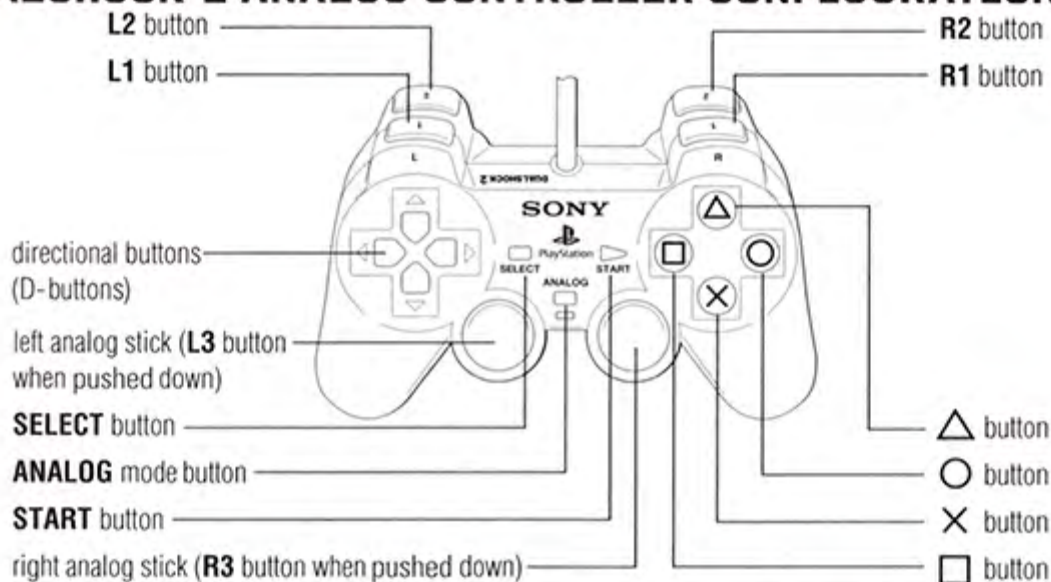
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system 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® 07* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



TEAM COMMUNICATOR CONTROLS

Become a team player during any race by using your teammates to your advantage. With Team Communicator controls, radio for assistance or take the wheel of a teammate's car to fend off rivals. Use the right analog stick or real-time voice command to communicate with your teammates at any point during the race.



Press the right analog stick ↑ to communicate with car #88



Communicate with Car #88 by selecting a command

Select teammate	right analog stick (press toward teammate's car number icon)
Swap	right analog stick ↓
Follow	right analog stick ↑
Block	right analog stick →
Work With Me	right analog stick ←

NOTE: Alter or swap in new Team Communicator commands such as Drop Back, Move, Hold, and Pit Now by accessing RACE COMMANDS via the Settings menu (or Pause menu during a race).

VOICE COMMAND CONTROLS

Gain a competitive advantage by calling out to teammates for help, talking to your crew chief for real-time feedback, and voice-activating menu options. Use your USB headset to give your crew chief verbal commands.

Toggle Voice Commands ON/OFF	R3 button
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NOTE: Modify your microphone responsiveness by adjusting the Voice Sensitivity sliders for your USB headset via the Settings menu. The slider adjusts how sensitive the microphone is to picking up your voice commands during gameplay.

ON THE TRACK

Take on a field of up to 43 cars in a single Race Now event. You have four racing series, the top drivers, and all the real-world tracks to choose from, plus unlockable cars and fantasy tracks.

- In the Race Weekend menu, you have the option to run a practice session or qualify for the race. You can also make adjustments to your car's setup to match the current track in the Car Setup screen, or skip these options and immediately begin the race.



NEW DRIVER ATTRIBUTES

Player-controlled drivers in Race Now, Season mode, and Chase for the Cup™ mode are assigned attributes based on real-world performances on certain track types. For example, Elliott Sadler's car performs significantly better than a rookie's car thanks to his professional experience. Also, some drivers tend to perform better on speedways or superspeedways, while others have higher ratings for road courses and short tracks. Ratings all depend on the drivers and their tendencies.

NEW VARIABLE DRIVER ATTRIBUTE SYSTEM

Positive and negative Skill Points (see below) collected during Race Now, Season, Chase for the Cup, and Fight to the Top modes have an affect on your driver's attributes. For example, you begin every race with the Dynamic Driver Attributes Meter set to 0%. As the race progresses, you have opportunities to gain Skill Points by surviving the most unpredictable situations in racing, leading laps, sharing a draft, intimidating other drivers, clean passing, qualifying well, and making rivals/allies. When Skill Points are earned, your driver's attributes increase, and your meter begins to approach maximum performance. However, if you lose Skill Points, your performance decreases—but you can never lose what you started with at the beginning of a race.

SKILL POINTS

Earn Skill Points (excluding multiplayer and online modes) by accomplishing a number of objectives during a race. From simple tasks such as sharing a draft for more than five seconds to the extreme feat of helping your teammates place 1-4 in a race, points are earned then added to your Skill Points account during the race. Skill Points can also be used to unlock tracks, cars, sponsors, and more from the Chase Plates screen.

SKILL POINT INVESTMENTS

Convert your Skill Points into money for your Fight to the Top career (see p. 6), or put it all on the line by wagering them against real-world drivers in Race Now, Season, or Chase for the Cup modes. Use winnings for significant upgrades or scramble to climb out of a hole when losing big. Drivers with lower ratings have better returns because the odds are stacked against them. You can invest Skill Points from the Select Driver screen.

DRAFTING, FLAGS, AND MORE

- 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. The Draft Meter shows the current strength of the regular draft.
- Share Draft** Press the **X** 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. Also, Heroes (see p. 6) tend to make allies faster, and their Draft Meter works from greater distances.
- Intimidator™** To be an Intimidator, approach the bumper of another car. When the Draft Meter begins to fill, press the **□** button to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but that driver may hold a grudge against you. Also, Villains (see p. 6) tend to intimidate other drivers easier, and their Draft Meter works from greater distances.
- Grudges & Alliances** When you run into or intimidate another driver, he remembers your actions on the next lap, or even during the next race (Season, Fight to the Top, Chase for the Cup modes only). A red icon above a car indicates a driver holding a grudge against you, while a green icon represents an ally. Similarly, you can form an alliance with other drivers by sharing a draft. In turn, an ally is more likely to work with you during the heated moments of a race.
- Flags** During the course of a race, flags indicate changes in track conditions. A green flag starts and restarts a race. A yellow flag indicates a caution and means you must slow down and maintain your current position in the field (excluding Online mode). There are no yellow flags in Whelen Modified races. A white flag means the leader of the field crossed the finish line to begin the race's last lap. When the first-place driver crosses the finish line again, he receives the checkered flag of victory.
- Pit Stops** During longer races, you have to make pit stops to refuel, get new tires, and possibly repair your car. You can change your pit options before you reach your stall or via the Pause menu (pit road only during online play). Pit stops are not allowed in Whelen Modified races.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to a memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1 when Autosave is set to OFF. All unsaved information will be lost otherwise. You can also save or load manually by accessing the SAVE or LOAD screens (via the Settings menu).

- To save or load a file, select the file name you wish to save or load (or select NEW SAVE when saving for the first time). Once the file is selected, the game data is either loaded or saved.

NOTE: Never insert or remove a memory card while saving or loading files.

FIGHT TO THE TOP

Create a driver and power your way through the Whelen Modified Series, Craftsman Trucks, NBS, and NEXTEL Cup ranks by building the ultimate team and finishing near the top of the standings. As you progress through your career, take the helm of your own racing organization and position yourself to outperform or own real-world NASCAR teams.

If you want to get a head start on your career, be sure to participate in the Allstate Qualifiers (see p. 8) in hopes of enticing a more prominent contract offer.

FIGHT TO THE TOP MENU

When you first enter Fight to the Top mode, review the phone message from your agent. Your agent brings you news of offers from other teams and sponsors, as well as tips about events on your calendar, and helpful game advice.

Track your progress through the NASCAR season by viewing the events on your calendar, including Charity and Showdown races. You can also review driver contracts and racing stats, or check out driver standings, including the total number of points you've earned in the current series.

Select Event Review the schedules for different weeks or select an event to enter. Early in your career you may find empty weeks on the schedule.

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.

- As a driver, just focus on racing. Finish well, increase your Prestige rating, gain fan support, 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.
- 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.

NOTE: 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. Make your team decisions at the beginning of each season.

Career Status Check your prestige—Hero or Villain—along with fan support, cash reserves, and overall progress in your Chase for the Cup. Whether you choose to become a Hero or a Villain, your performance on the track earns you more than money.

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

If your fan support grows high enough, or if you build an intense rivalry, other drivers may challenge you to one-on-one races. Winning Showdown Races earns Skill Points, which can be used to buy Chase Plates.

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.

SEASON

Race an entire NASCAR season in any of the four series. In the Season Settings screen, select your series, or customize a schedule, and set the difficulty level and the length of each race.

In the Select Event screen, you can enter the displayed race and choose to race yourself or to let the race be simulated for you. You can also change your driver or let a friend join your season at any time between races at the Change/Add Driver screen.

RACE ONLINE

REGISTRATION REQUIRED TO ACCESS ONLINE FEATURES. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 13+ TO REGISTER ONLINE.

EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com OR 30 DAYS AFTER THE LAST DAY OF THE 2007 NASCAR SEASON.

A network adaptor (Ethernet/modem) (for PlayStation®2) and a memory card (8MB) (for PlayStation®2) with Your Network Configuration file inserted into MEMORY CARD slot 1 are required to play *NASCAR 07* online. *NASCAR 07* is compatible with Your Network Configuration files created from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94 KB of free space on the memory card (8MB) (for PlayStation®2).

PLAYING ONLINE

In order to play *NASCAR 07* online, you must create a Your Network Configuration file and a new EA Online Account by following the on-screen instructions. If you already have an EA Online Account and a network configuration saved on a memory card, they appear automatically.

PLAYING BEHIND A FIREWALL

We recommend that you do not play behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 443, 3658-3659 (peer-to-peer connection); 6000-6001 (VOIP).

WELCOME TO *NASCAR 07* ONLINE

The Online lobby is your main resource for connecting to players from around the world. All the tools you need to connect to other players are available from the Online menus.

- | | |
|----------------------|---|
| Play Now | Find the next available public session waiting to race online. |
| Session Match | Select your favorite settings and search to find a match that suits your style. |
| Lobby | Locate players and/or visit chat rooms from the Lobby. Here you can search for available sessions or create a session of your own. |
| Leaderboard | View the Leaderboard and see who is dominating <i>NASCAR 07</i> online. |
| My NASCAR® | Alter your online settings and change your Quick Messages. |
| My Career | View the final results of your most Recent Games and track your stats in the Stats Book to see how you compare with players across the world. |
| View Career | Scout potential opponents and view their stats to see who you best match up against in order to climb the Leaderboards. |

NOTE: Three- and four-player races may not be available for all connection types.

OTHER GAME MODES

To earn additional Skill Points that can be spent on Chase Plates, try your luck in Dodge Challenges or Chase for the Cup modes.

DODGE CHALLENGES

Relive some of NASCAR's greatest moments of the past year. When you complete a Dodge Challenge, you earn Skill Points that can be spent on Chase Plates.

CHASE FOR THE CUP™

The Chase begins with 10 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.

MY NASCAR®

Exchange your Skill Points for Chase Plates rewards, view your Best Lap times, or access the Custom Car Garage.

SKILL POINTS

View your list of available bonus tasks and the rewards you can earn by completing them in-game. Once enough points are earned, buy Chase Plates to unlock tracks, cars, sponsors, and more.

BEST LAPS

View the best lap times for all tracks and series. When a driver beats the top score, his name and lap time are displayed for that track.

CUSTOM CAR GARAGE

Design your own custom cars to use in any of the four NASCAR series in Race Now and Season modes. After you select the series and a car skin, the Design 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.

NEW ALLSTATE® QUALIFIERS

Earn Gold, Silver, or Bronze medals that can be put toward your status in Fight to the Top mode. Your goal is simple: win as many medals as you can during one-lap time trials (there are eight in all staged at different track locations) in hopes of receiving a lucrative contract offer. The higher level of medals earned, the higher series the contract will be.

Give me more

All bow to me

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Online: <http://warrantyinfo.ea.com>

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions: US 1 (650) 628-1900

EA Warranty Mailing Address

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

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- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE:

15217

IT'S EASY. IT'S FAST. IT'S WORTH IT!



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E-mail and Website: For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

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