

EA
SPORTS™

NASCAR
CHASE FOR THE CUP™
2005



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.

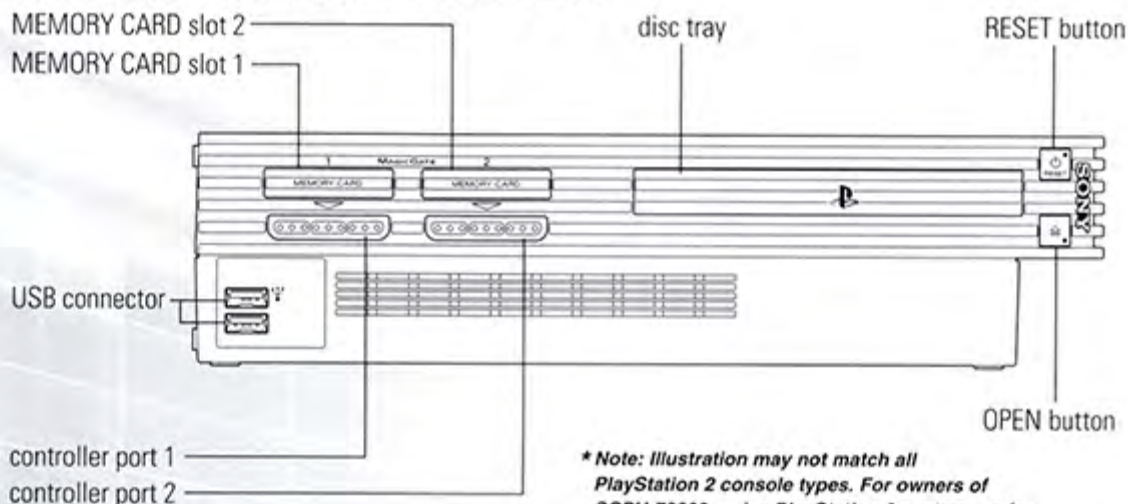
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For more info about *NASCAR® 2005: Chase for the Cup™* and other titles, visit EA SPORTS™ on the web at www.easports.com.

GETTING STARTED

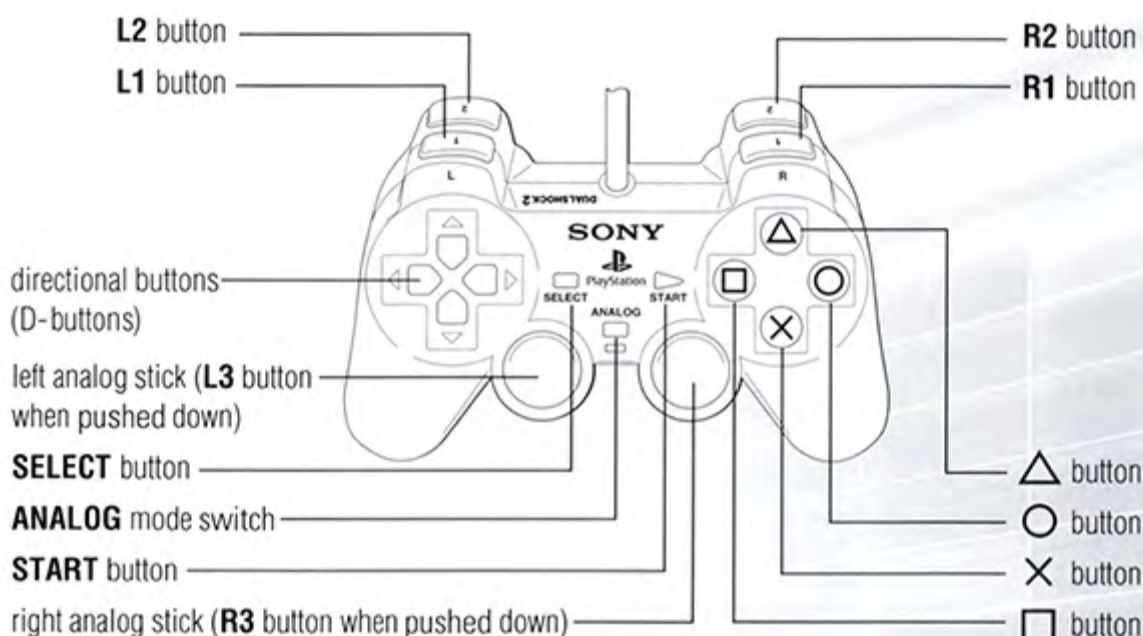
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



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® 2005: Chase for the Cup™* 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.

COMMAND REFERENCE

DUALSHOCK[®] 2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-button ⇅
Cycle choices/Move sliders	D-button ↔
Select/Go to next screen	× button
Return to previous screen	Δ button

COMPLETE CONTROLS

Steer	D-button or left analog stick ↔
Throttle	× button or right analog stick ↑
Brake/Repair	□ button or right analog stick ↓
Reverse (when stopped)	Δ button
Change view	○ button
Shift up/down (manual transmission only)	R1 button/L1 button
Intimidator	L2 button
Toggle HUD (Head Up Display)	SELECT button
Share draft	R2 button
Toggle rear view mirror ON/OFF	L3 button
Pause game	START button
EA SPORTS™ Talk (online only)	R3 button

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 jumpstart your racing career.

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

NOTE: Early in your career you may find empty weeks in your schedule. Press the **R1** 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.

- ❖ 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.

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 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 Chase for the Cup.

My NASCAR® For more information, see p. 10.

SEASON INFO

Track your progress through the NASCAR season. Review the Calendar, your 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.

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 **R2** 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 **L2** button to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but the other driver may 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.

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

A white flag is displayed when the leader of the field crosses the finish line to begin the last lap of the race. If he crosses the finish line again in first place, he receives the checkered flag of victory.

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* below.

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

Skill Points

Earn Skill Points in each race (excluding multiplayer and online 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. 10.

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 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, 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, plug in a second controller and highlight PLAYERS. Then, press the D-button ⇄ 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 to your car's setup to match conditions on the current track. To return your car to its default setup, select DEFAULT SETUP.

SEASON

Race an entire NASCAR season in any of the four series. In the Season Settings 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.

RACE ONLINE

Take on the best racers in the country or your best friend from across the street in races for up to four players.

NOTE: The game's timeout function maybe different than your ISP's. This could lead to high telephone charges if you leave the game unattended.

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 2004-2005 NASCAR® SEASON.

This software uses "DNAS" (Dynamic Network Authentication System), a proprietary authentication system created by Sony Computer Entertainment Inc. ("SCEI"). "DNAS" retrieves information about user's hardware and software for authentication, copy protection, account blocking, system, rules, or game management and other purposes. The information collected does not identify the user personally and will not be shared with any non-SCE company. **A Publisher can combine this information with personally identifying information from the Publisher's records if the user provides the personally identifying information. Before providing any personal information to a Publisher, please be sure to review the Publisher's privacy policy and terms and conditions of use. Do not provide personally identifying information to a Publisher unless you accept the conditions of use and terms of their privacy policy.** SCEI, Sony Computer Entertainment America ("SCEA") and their affiliates cannot guarantee the continuous operation of the "DNAS" servers. SCEA shall not be liable for any delay or failure of the "DNAS" servers to perform. If you receive a message during login identifying a "DNAS" authentication error, please contact SCEA Consumer Services at 1-866-466-5333. For additional information concerning "DNAS", visit www.us.playstation.com/DNAS. In the event of a systems incompatibility or inoperability with DNAS, the sole liability of SCEI, SCEA and their affiliates shall be limited to the repair or replacement of the user's affected game software, console, or peripherals at the option of SCEA. SCEA, its parents, affiliates, or licensed Publishers shall not be liable for any delays, systems failures, authentication failures, or system outages, which may, from time to time, affect online game play or access thereto.

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 2005: Chase for the Cup* online. *NASCAR 2005: Chase for the Cup* is compatible with Your Network Configuration files from other PlayStation®2 online games. You can use the Network Adaptor Start-Up Disc that came with your network adaptor (Ethernet/modem) (for PlayStation®2) or the Network Configuration GUI in this game to create a network configuration. Your Network Configuration file requires 94KB of free space on the memory card (8MB) (for PlayStation®2).

TO RACE ONLINE:

1. Select Your Network Configuration file or create a new one by following the on-screen instructions.
 2. Create a new EA Account or use an existing one. If you already have an EA Account saved on a memory card, it appears automatically.
- ⇒ Save your account to a memory card to have your account information automatically appear in the *NASCAR 2005: Chase for the Cup* Server Login screen the next time you log in.

NOTE: You must use MEMORY CARD slot 1 when loading Your Network Configuration file or saving and loading an EA Login.

3. Choose your EA SPORTS persona.
- ❖ You can have up to four EA SPORTS personas. Create new personas from the Select an EA SPORTS Persona screen. To delete your persona, visit www.easports.com.

If you have an existing screen name on AOL, AOL Instant Messenger (AIM), Compuserve 2000, or Netscape AOL Instant Messenger, you can use it as your EA Account Name. Visit <http://www.ea.com/nascar-reg> to register, then return to *NASCAR 2005: Chase for the Cup* and select USE EXISTING EA ACCOUNT. Enter your Account Name and password to log on.

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: 3658 (peer-to-peer connection), 6000 (VOIP), and 443. Please open 20600-20699 for the Lobby port range, as well.

WELCOME TO NASCAR® 2005: CHASE FOR THE CUP™ ONLINE

- Race Now** Let EA SPORTS Online find an opponent for you based on your Race Now settings, so you can get racing right away.
- Online Lobby** Go to the Online Lobby to browse the waiting rooms to find a suitable race.
- ⇒ To create a race from the Online Lobby, highlight your persona, and select the race options. Then, select your driver and go to your race's holding room. For more information, see Holding Room below.
- ⇒ To join a race in a Chat Room, press the **R2** button to toggle between the User List and the Race List. After you join a race and select a driver, you are placed in the Holding Room. For more information, see Holding Room below.
- Leaderboards** Check out the best of the best in online *NASCAR 2005: Chase for the Cup* racing.
- My Career** Track your online racing career.
- My NASCAR®** Review your online accomplishments and more.

HOLDING ROOM

In the Holding Room, gather with other players competing in your race before it begins. To launch the race that you created, press the **START** button. To view race parameters, press the **R1** button. To chat with other drivers in your race, press the **L1** button. Enter your message through the online keyboard.

PLAYER OPTIONS

From here you can send or read a private message, block or unblock, add or remove that player to or from your EA SPORTS Messenger, or report abuse.

CHEATING PREVENTION

The following rules are applied to online games to prevent cheating:

- ▷ All races are ranked.
- ▷ A user is charged with a Did Not Finish for exiting a ranked race before it is finished, or if a controller is pulled, power is lost, or the connection to the server is terminated.
- ▷ Users are penalized for delaying games.

EA SPORTS™ TALK

EA SPORTS Talk lets you talk to other players. EA SPORTS Talk is activated as soon as you connect to your opponent. The microphone icon represents its status.

- ❖ A green microphone icon means a headset is detected on the other user's machine (whether ON/OFF).
- ❖ A faded microphone icon means your headset is turned OFF or muted.

NOTE: EA SPORTS Talk supports the Logitech® USB headset, but does not support modem connections. To use EA SPORTS Talk, both players must have broadband connections.

During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- Your opponent may not have a USB headset connected to their console.
- Your opponent may be connecting to the Internet through a dial-up modem connection.
- You and your opponent may have a low quality connection to each other.

NOTE: NASCAR 2005: Chase for the Cup supports a USB keyboard for typing messages.

EA SPORTS™ MESSENGER

Keep track of your friends, and chat and offer feedback with the EA SPORTS Messenger.

TO SEARCH/ADD A FRIEND

Press the **○** button to open the EA SPORTS Messenger, and then press the **○** button again to search for a friend. To add a friend, highlight his name and press the **⊗** button. A Friend Request is sent to him. Once accepted, the friend is automatically added to your EA SPORTS Messenger.

SINGLE AND GROUP MESSAGES

To send a message to another user, highlight his name and press the **⊗** button, and then choose SEND MESSAGE. To send one message to multiple friends in your EA SPORTS Messenger, highlight the friends to include and press the D-button **⇨** to flag them. To send a group message to all selected friends, highlight one of them and press the **⊗** button.

BLOCKING/FEEDBACK

You can block any player from corresponding with you. You can also leave positive or negative feedback for any player. Please note that abusing the feedback system can result in action against your account.

EA SPORTS™ TICKER AND MEDALLION

Stay up to date on the latest sports scores with the EA SPORTS Ticker. The ticker shows you the results of real races and scores of other sporting events. Keep an eye on the ticker for news and information from EA SPORTS.

The EA Medallion to the left of the ticker indicates your connection status. During regular network operation, the Medallion is green and the Network Activity Indicator on the right side of the Medallion flashes to indicate network transactions. A red Medallion indicates that you have been disconnected.

If you are disconnected from the network for any reason, the screen becomes gray, and the ticker indicates that you have been disconnected and to press the **△** button to sign in again.

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

Adjust your Gameplay, Controller, Music, and Audio settings.

OTHER FEATURES

NASCAR® 101 AND WHAT'S NEW

The NASCAR® 101 video provides many lessons in the basics of racing and how to get started in the game. The What's New video covers the new features for *NASCAR 2005: Chase for the Cup*.

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 and learn about upcoming EA titles. 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 memory card.

TO SAVE YOUR GAME PROGRESS OR LOAD A FILE:

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 **⊗** button.
↳ To delete an existing save file, highlight the file and press the **⊙** button.

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 **X** button.

NOTE: You can only use MEMORY CARD slot 1 or MEMORY CARD slot 1-A when using a multitap.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS™ LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "Recording Medium") and the documentation that is included with this product (the "Manual") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

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

EA WARRANTY MAILING ADDRESS

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

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TECHNICAL SUPPORT

If you need technical assistance with this product, call us at (650) 628-4322.

EA TECH SUPPORT CONTACT INFO

E-mail and Web Page: <http://techsupport.ea.com>
Mailing Address: Electronic Arts Technical Support
P.O. Box 9025
Redwood City, CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In Australia, contact:	In the United Kingdom, contact:
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PO Box 432	PO Box 181
Southport Qld 4215, Australia	Chertsey, KT16 0YL, UK
	Phone (0870) 2432435

In Australia: For Technical Support and Game Hints & Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days per week, 10:00 AM – 8:00 PM. If you are under 18 years of age parental consent required.

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Package Cover Photography: Brian Cleary/Icon SMI

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