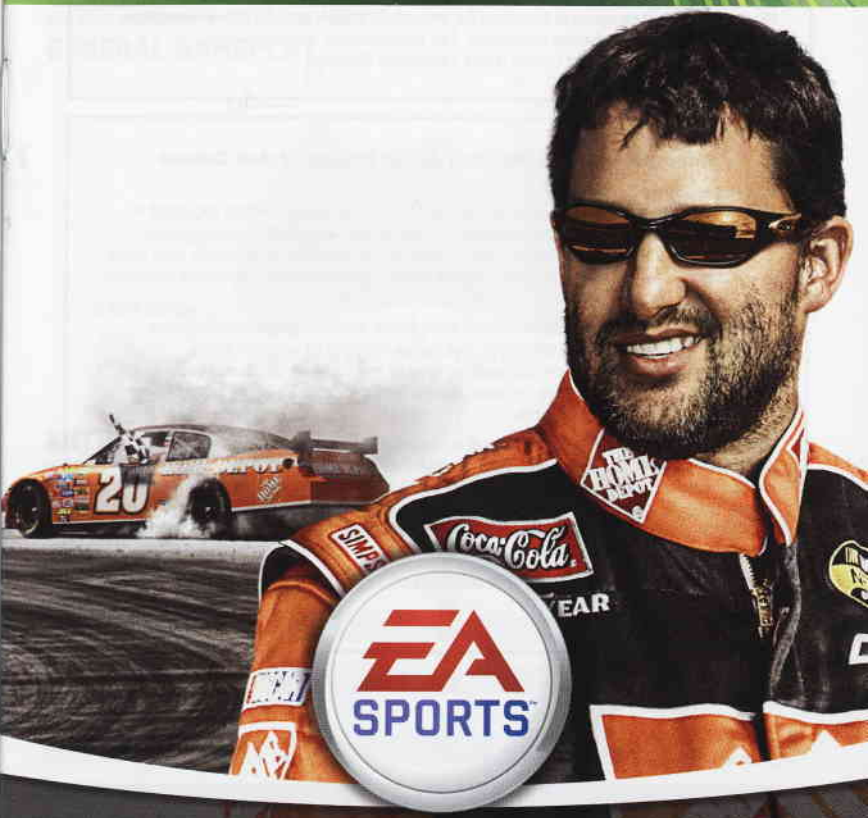
XBOX 360

XBOX LIVE



NASCAR 08

EVERYONE

E

CONTENT RATED BY ESRB

NASCAR

WARNING Before playing this game, read the Xbox 360 Instruction Manual and any peripheral manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, see **www.xbox.com/support** or call Xbox Customer Support.

Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

EA SPORTS **WWW.EASPORTS.COM**

COMPLETE CONTROLS

Whether you're driving an automatic or manual transmission, master these default driving controls and start your chase for the NASCAR® NEXTEL Cup.

GENERAL GAMEPLAY

AUTOMATIC

Steer	L
Accelerate	RT (pull)/pedals
Brake/Reverse	LT (pull)/pedals
Mirror	B
Vehicle Telemetry Visor	X
Voice (online only)	A
Change camera view	Y
Change camera angle	R
Pause race	▶

MANUAL

Shift up/down	RB / LB

MANUAL TRANSMISSION

You can switch from Automatic to Manual transmission by setting Auto Shifting OFF from the Gameplay Settings menu (available via the Main menu or Pause menu during a race).

STEERING TRIM/STEERING LOCK

Your steering controls are affected by your Steering Trim and Steering Lock values (via the Car Setup screen). Oval bound stock cars are set up to naturally turn left even if the steering wheel is in the center position. Steering Trim is used to counteract the car's natural tendency to pull to the left. Steering Lock controls how far the wheels turn. This setting will increase or decrease the number of degrees the front wheels can physically turn under steering input.

LINEARITY AND RESPONSIVENESS

Use the Linearity and Responsiveness settings to fine tune your racing experience. If you're racing with the Xbox 360 Controller, you may prefer to set these options lower. If you're driving with the Xbox 360 Wireless Racing Wheel with Force Feedback, you may want to set these options higher. Linearity adjusts the sensitivity of the Steering Controls, while Responsiveness adjusts the speed at which the front wheels can physically turn.

SETTING UP THE GAME

Before heading out to the track, make sure to set up a Gamer Profile to save all of your memorable achievements.

GAMER PROFILE

Create a gamer profile to track achievements and save all game progress. A gamer profile must be created in order to play Xbox LIVE®.

- To create a new gamer profile, press Ⓧ to bring up the Xbox Guide. Highlight CREATE NEW PROFILE and press Ⓐ. Create a profile name using the virtual keyboard.
- After your gamer profile is created and saved to a storage device, you can customize your profile and set personal settings. When you are signed in with your gamer profile, achievements will be tracked and game progress can be saved.

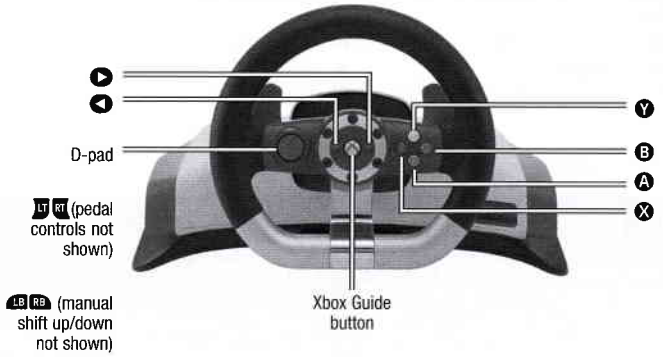
NOTE: Only one gamer profile can be active at a time. In order to activate a gamer profile, you must press Ⓡ at the *NASCAR® 08* title screen (using the Xbox 360 Controller associated with your gamer profile). To activate another gamer profile, the active gamer profile must first sign out and then you must sign in on the same Xbox 360 Controller with the desired gamer profile. After going to the title screen, press Ⓡ with the Xbox 360 Controller that has desired gamer profile. Any progress that has not been saved to an active gamer profile will be lost when signing out or changing the active gamer profile.

USER PROFILES

Keep track of your personal stats and accomplishments with a User Profile. Save and load your profiles in the Save/Load/Delete screen (via the My NASCAR menu).

STEERING WHEEL CONTROLS

If you prefer to race using a steering wheel, change your preference from an Xbox 360 Controller to a Xbox 360 Wireless Racing Wheel with Force Feedback via the Controls menu.



ON THE TRACK

Take the wheel of NASCAR's revolutionary new car and drive your way to the NASCAR NEXTEL Cup Championship.

THE CHASE PROLOGUE CHALLENGE—DRAFT TIMER

When you first play *NASCAR 08* you are automatically entered into a mini-game challenge at Daytona® International Speedway. Racing with only two other cars on the track, the goal is simple: reach first place. As you make your way to the front of the pack, it is required for you to remain inside your opponent's draft wake for as long as possible. When your car drifts outside the draft, the timer begins to count down. You will need to leave the draft to make passes, but do so quickly to prevent the timer from expiring. Reach first before the timer hits zero and you'll earn a NASCAR Team Starters License allowing you to start a NASCAR NEXTEL Cup team in The Chase mode.

To help your cause, passing cars can be made easier if you use the slingshot technique, i.e., use the draft momentum to pass another car. When you're primed to make a slingshot, your opponent's draft wake turns from blue to green.

For more information on The Chase mode, see p. 5.

If you're in need of a quick lesson before getting deep into The Chase mode (among others), be sure to check out the ESPN Tutorials via the EA SPORTS™ Extras menu. Here you can get basic instruction on braking, drafting, and much more from ESPN play-by-play announcer Dr. Jerry Punch.

RACE NOW

Race the Car of Tomorrow against a full field of 42 cars. Experience the true physics and handling of NASCAR's newest race car on every licensed track, and unleash new racing strategies to capture the NASCAR NEXTEL Cup Championship. You can also race traditional NASCAR NEXTEL Cup stock cars, test your skills in the NASCAR® National Series, or enter the Craftsman Truck Series. After selecting your track settings and driver, the Race Weekend menu appears.

- On the Race Weekend menu, you have the option to run a Practice session, Qualify for the race in hopes of earning a good starting position, or make adjustments to your car's setup in the Car Setup screen (see below). At any point before the race you can review practice and qualifying stats in the Session Info screen. You can also skip these sessions and begin the race immediately. However, if you skip the qualifying session you will start in the back of the pack, unless you've enabled the Qualifying Assist option (via the Gameplay Settings screen). In this case, you will begin the race in the middle of the pack.

CAR SETUP

Whether you're a racing enthusiast or a rookie driver, get under the hood and tweak your car's setup. Once you find the right fit, run a Practice session and test out your ride. With more than 40 real world tuning controls, you can modify your car to match the exact specifications of your driving style. Car setups can be saved per series and per track.

BASIC SETUP

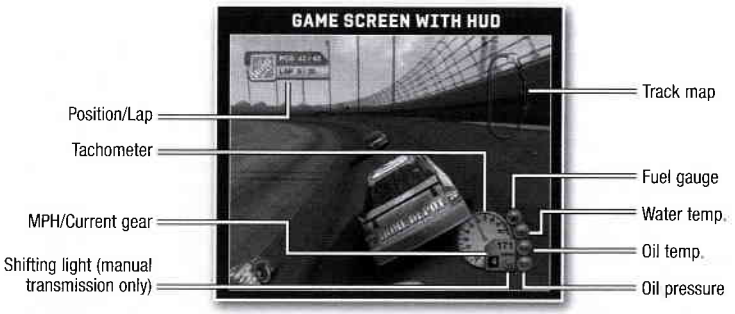
Gearing — The Gearing setting controls the car's balance between speed and acceleration. Favoring the acceleration side allows you to get through your gears quicker, but with a lower top-end speed. A setting leaning more towards speed produces a higher top end but it will take longer to achieve it.

Handling — Adjust your handling setting to promote a tight or loose car. Tight handling provides more understeer while loose gives you more oversteer.

Downforce — Adjusting the downforce slider between speed or grip allows you to choose between inferior handling along with increased speeds and good handling coupled with a less aerodynamic race car.

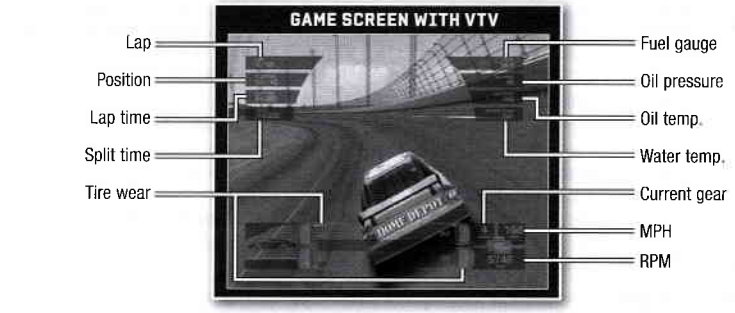
Suspension — The suspension setting allows you to choose between a softer feeling racing setup or one that is harder and more responsive.

NOTE: You can do a lot more with your car setup using the advanced options. Play around with individual settings one at a time, then take a practice lap to see what kind of an effect it has on your performance. Some settings differ based on track type and series.



VTV VISOR

Monitor your car's telemetry and position on the track and get real-time feedback on your car's handling with the innovative Vehicle Telemetry Visor.



FLAGS, PIT STOPS, AND MORE

Flags

During the course of a race, flags indicate changes in track conditions. A green flag indicates appropriate racing conditions. It is also used to start and restart a race. A yellow flag designates a caution and means there is a hazard on the track. A black flag means that you have been penalized by NASCAR for rough driving, cutting the course (Road Courses), and passing a car below the yellow line (Superspeedways). After receiving a black flag you must drive through pit road immediately for a pass through penalty. When a white flag appears, the leader of the field has begun the race's last lap.

Pit Stops

During longer races, you may have to make pit stops to refuel, get new tires, or possibly repair your car. You can change your pit options as soon as you enter the pits, or via the Pit Options screen in the Pause menu. Your Wear Factor setting (in the Select Track screen) determines the estimated number of pit stops in a race.

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. You can turn the Draft Wake option ON in Display Settings to see the draft while racing.

When you're inside your opponent's draft, use the momentum gained to make a slingshot pass. Once you build enough speed, "Slingshot" appears in the lower left hand corner of the VTV. This is the best time to make your move. Pull your car outside the draft and make the pass.

SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to the Xbox 360 Hard Drive or Xbox 360 Memory Unit. All unsaved information will be lost otherwise. You can also save, load, or delete files manually by accessing the Save/Load/Delete screen (via the My NASCAR menu).

AUTOSAVE

You have the option to enable the Autosave feature when you first turn on *NASCAR 08*. When ON, race information is automatically saved to your Xbox 360 Hard Drive or Xbox 360 Memory Unit. You can disable/enable this feature on the Save screen.

THE CHASE

Complete dynamic challenges in the all-new Chase mode to earn exclusive licenses and contracts, then set your sights on winning the NASCAR NEXTEL Cup Championship.

NOTE: When you first begin The Chase you are immediately entered into a mini-game challenge at Daytona International Speedway. For more information, see *Prologue Challenge* on p. 3.

WELCOME TO THE CHASE

Winning a Starters License in the Prologue Challenge earns you the right to begin The Chase. After choosing the car manufacturer and colors for your new racing team your goal is simple: build your NASCAR driver skills by winning various challenges at different tracks. By capturing medals you will unlock driving contracts that will put you behind the wheel of some of the most famous cars in NASCAR. Meet the requirements of the contract to win cars for your garage and soon you'll be setting your sights on a NASCAR NEXTEL Cup Championship as a well-respected team owner, The Chase mode's ultimate prize.

LICENSES

The first thing you'll need to do to progress through The Chase is to earn licenses by completing mini-game challenges. There are a total of 55 challenges in all. After selecting LICENSES from The Chase main menu, you have the option to select any one of six licenses: Superspeedway, Speedway, Short Track (C.O.T.), Speedway (C.O.T.), Road Course (C.O.T.), and Super Speedway (C.O.T.). Each license contains challenges designed to teach you the skills required to be competitive at different track types using both the Car of Tomorrow and the regular stock car. You can try to complete each set of challenges per license, or spread yourself across the map. Earn a license by getting at least a bronze medal in every challenge within that license. Gold medals unlock special attribute boosts for the cars you collect in your garage.

CONTRACTS

After earning a license, you can begin expanding your small racing empire by adding new cars to your own garage. To do so, select CONTRACTS from The Chase main menu and view the available contracts. Each contract requires a specific license to be earned before it can be unlocked. Once unlocked, you'll get the opportunity to drive the cars of some big name race teams. You must progress through each race in the contract, meeting the terms listed. Once you complete the contract, the car you've been driving will be yours to own. Once a car is yours, it's added to your garage and painted in your team colors. The car can now be used in Owner mode.

OWNER

Once you have won some cars for your garage you can begin your quest for the NASCAR NEXTEL Cup. Remember, you will need a car that can run at each track type in order to complete the NASCAR schedule. For example, you must complete the Superspeedway stock car contract to unlock the Superspeedway stock car for your garage. Without that car, you won't be able to race the Daytona® 500, or any other Superspeedway stock car event for that matter.

THE CHASE PROGRESS

Be sure to access the Chase Progress screen to view your current status. Here you'll be able to see which Licenses you've completed and which cars you've unlocked. You'll also see an overall progress percentage bar so that you can determine how much of The Chase remains. In addition, you can view your bonus attribute boost status or check out the number of gold medals required to unlock each one.

SEASON

Race a single season as your favorite driver in three authentic NASCAR racing series, plus the new Car of Tomorrow. There are a variety of schedules to choose from.

SCHEDULE TYPE

'07 Schedule Race the official 2007 NASCAR NEXTEL Cup schedule. Experience the Car of Tomorrow at the tracks where it's being run in real life.

'07 Chase for the Cup™ This schedule skips ahead to the key point of the NASCAR season. With 10 races on the schedule, only the top 12 drivers in the standings have a chance to bring home the cup. Although out of contention, the rest of the field is there to play the role of spoiler ... and you're the one who decides who's in and who's out.

Custom Schedule Create your own schedule. Select any combination of events, but you must have at least five events in your schedule before you can start racing.

Pre-Set Schedules Select from several pre-fabricated schedules.

- From the Season settings screen, select your series and schedule type, and set the A.I. Strength and the length of each race. After selecting a driver your season begins. You can adjust several settings during a season to modify your experience if you wish.
- In the Select Event screen, choose a location on the map and either begin the race or have it simulated for you. After the first race is complete, Season Standings and Race Results become available.

TOYOTA RACING

Develop your racing skills in adrenaline-pumping mini-games and open-track test sessions.

CHALLENGES

Work on your driving skills in a number of different areas with the Toyota Challenges. Try navigating through the biggest wrecks in Wreck Avoidance, see how many cars you can pass in Overtake, and more. During each challenge you can earn gold, silver, or bronze medals. A total of 10 new mini-games await. Try to complete them all!

TEST AND TUNE

Take advantage of a Test and Tune track testing session to get a good feel for both your car and all the different tracks. Your session begins on pit road in a Toyota Racing vehicle and you have the option to run some practice laps without having to worry about other cars clogging up the track. If you prefer to get under the hood before getting behind the wheel, head into the garage (via the Car Setup screen in the Pause menu) and tweak your car settings in a number of different areas. Once you feel you have the right setup, save it to your Xbox 360 Hard Drive or Xbox 360 Memory Unit, then load it during a race session and test your car against real competition.

XBOX LIVE®

Play anyone and everyone, anytime, anywhere on Xbox LIVE. Build your profile (your gamer card). Chat with your friends. Download content at Xbox LIVE Marketplace. Send and receive voice and video messages. Get connected and join the revolution.

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

CONNECTING

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to **www.xbox.com/live**.

FAMILY SETTINGS

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. For more information, go to **www.xbox.com/familysettings**.

PLAYING *NASCAR® 08* ON XBOX LIVE

Take on up to 11 live drivers on a single track and climb your way to the top of the Xbox LIVE leaderboard. The action begins from the Lobby, your main resource for connecting to players from around the country.

Quick Match Find the next available public session waiting to race on Xbox LIVE.

Online Game Modes With a Custom Match, pick out specific game settings then search for a race session with a similar setup. Or choose to start your own race in a Create Session game, then throw out an invite for others to join you.

Lobbies While inside a Lobby you can view the race settings and talk to players as you're waiting for your race to launch.

Practice While You Wait Sessions can be launched even before all the drivers have joined in. If you join after a host has started the race session, you'll be taken directly into the game where you have the option to run practice laps while waiting for other players. Once the host selects Race (from the Race Weekend screen) the race field is locked.

Stats View the final results of your most recent race and track your stats to see how you compare with players across the world. You can also see who's dominating the Xbox LIVE Leaderboard.

My NASCAR Alter your Online settings and change your Quick Messages. You can also get the latest news and information here via the News and FAQ pages.

EA Locker Upload your favorite car setups to your own personal storage space so you can share your setups with your friends.

NOTE: Twelve-player races may not be available for all connection types.

ESPN ON DEMAND

Check out the latest ESPN motion clips and audio samples, or follow your favorite ESPN radio programs with ESPN On Demand. You also have the option to turn real-time sports information ON/OFF in the ESPN Sports Ticker (via ESPN Settings).

MY NASCAR®

In addition to Badge Level, Create a Car, and Replay Studio (listed below) you can view personal stats, such as Best Laps and Game Progress, alter Game Settings, or Save, Load, and Delete files via the My NASCAR menu.

BADGE LEVEL

It's time to show the world that you have the same driving skills as the stars of the NASCAR NEXTEL Cup circuit. Select a badge and let's see what you've got. Each driver badge contains a task list related to a driver's real-life abilities—tasks that you'll see performed on any given weekend, e.g., slingshot passes, leading laps, winning events, or gaining spots for position, just to name a few. To win a badge, select a driver from your favorite racing series and complete all the tasks listed on the driver's page. Once all the tasks are completed you can advance to the next available badge.
A Badge Summary screen appears at the end of each race displaying your current progress.

CREATE A CAR

Add a personal touch to the NASCAR circuit by creating up to 16 customized cars of your own (four cars per racing series). Add style by picking out paint schemes, car numbers, sponsors (and their unique logos), decals, and more. Once a car is customized it's added to the Select Driver menu in all game modes (except Xbox LIVE).

REPLAY STUDIO

Relive your greatest moments by reviewing your race highlights in the Replay Studio. From making three-wide passes at Talladega to winning the checkered at the Brickyard, your ultimate highlight package can be found here. Replay files can be sorted by Track and Series.

➢ After a race or challenge is complete, the View Replay screen appears (this screen is also available via the Pause menu). Here you can view your race replay. During a replay you can rewind, fast forward, change camera views, watch the action from another car, and more. Best of all you can save your greatest moments to the Xbox 360 Hard Drive or Xbox 360 Memory Unit. As your replay begins, save a clip by pressing Ⓧ twice (once to start recording; a second time to stop). Once a clip has been captured, it can be saved to the Xbox 360 Hard Drive or Xbox 360 Memory Unit.

You Played the Game. Now Play the Music.
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LIMITED 90-DAY WARRANTY

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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 products using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

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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) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
P.O. Box 9025
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