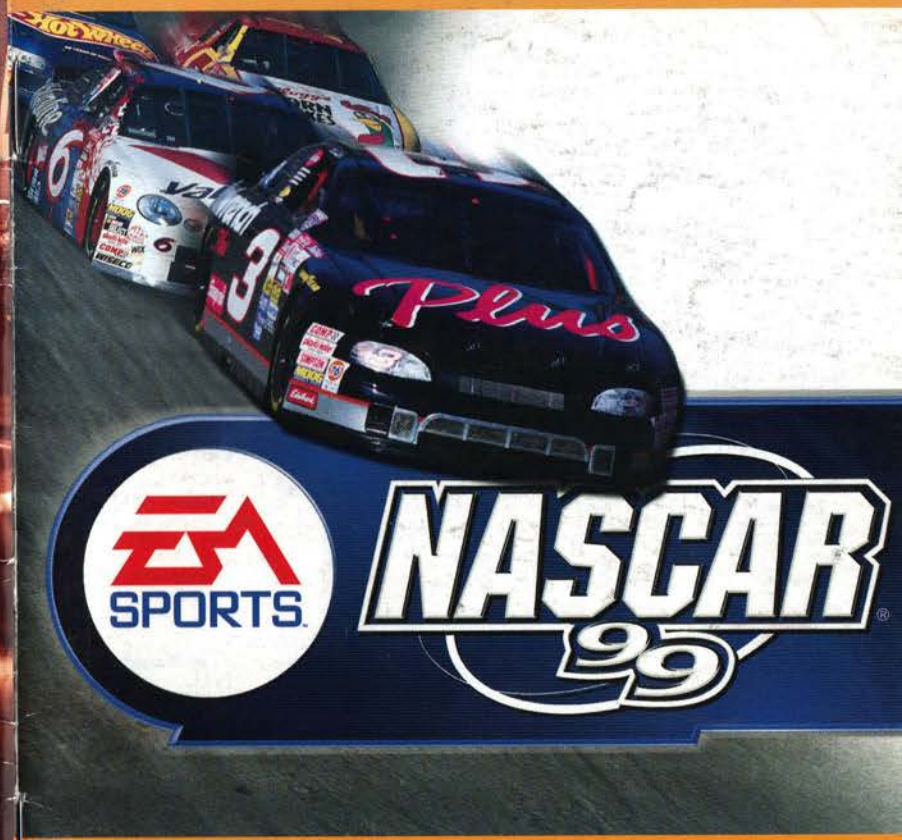
EA SPORTS

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INSTRUCTION BOOKLET



EA SPORTS

NASCAR 99

EVERYONE
E
CONTENT RATED BY ESRB

NASCAR

NINTENDO 64

WARNINGS AND CONSUMER INFORMATION

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- *For more information on this and other titles, check out EA SPORTS™ on the web at* ***www.easports.com.***
- *Be sure to catch up on all the NASCAR racing action at NASCAR's official website at* ***www.nascar.com.***

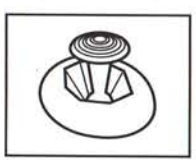
CONTROL STICK FUNCTION

The Nintendo 64™ Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

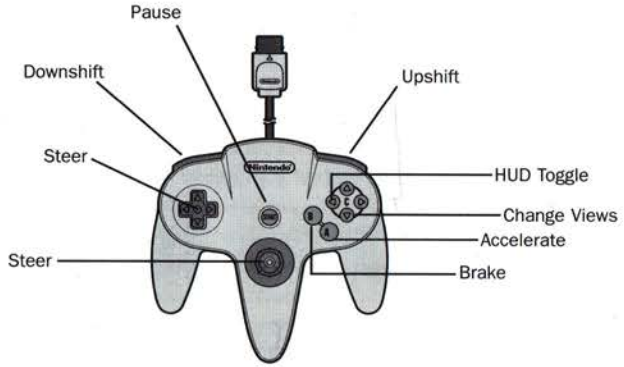
STARTING THE GAME

1. Turn OFF the power switch on your Nintendo 64 Control Deck.
   WARNING: Never try to insert or remove a Game Pak when the power is ON.
2. Make sure a Controller is plugged into the Controller Socket 1 on the Control Deck.
3. If you're playing against a friend, plug the other Controller into Controller Socket 2.
4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.
5. Turn ON the power switch. The EA SPORTS and NASCAR logos appear, followed by the *NASCAR® 99* title screen. If you don't see them, begin again at step **1**.
6. At the *NASCAR 99* title screen, press **START**. The Main menu appears.
   (➢ Main Menu on p. 6.)

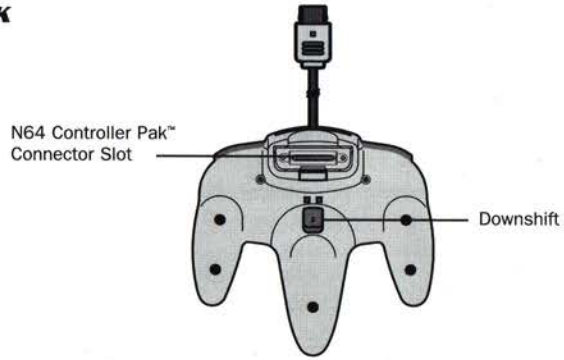
COMMAND SUMMARY

DEFAULT RACING CONTROLS

FRONT



BACK



NOTE: *In NASCAR 99, the Control Pad and Control Stick function identically for ↕ and ↔ movements.*

PIT STOP CONTROLS

Action	Command
Highlight pit service	↕
Toggle fuel/tire service ON/OFF or Increase/Decrease downforce/wedge	↔

MENU SCREEN CONTROLS

Highlight menu items	↕
Cycle choices/Move sliders	↔
Select/Continue	**A**
Return to previous screen	**B**

INTRODUCTION

EA SPORTS brings fender-to-fender NASCAR competition into your home like never before. Get behind the wheel of your favorite NASCAR driver's ride and race against the stars of America's most exciting sport.

All the sights, sounds, and emotions of NASCAR racing are here, so start your engine and stand on the gas—victory lane awaits!

NASCAR 99 FEATURES:

- Authentic NASCAR racing action.
- 37 NASCAR drivers and cars, including current stars and NASCAR legends.
- 17 licensed NASCAR-sanctioned tracks.
- Race analysis and color commentary by Bob Jenkins and Benny Parsons.
- Night racing at Charlotte, Bristol, and Richmond.
- Championship mode with season points tracking.
- Crew chief and spotter audio assistance.
- Comprehensive pit strategies.
- Competitive field of 20 high-resolution cars.

MAIN MENU



- Button controls specific to the current menu appear on the bottom of each menu screen.

QUICK RACE

Quick Race is a single race with a general car setup which uses the current NASCAR options. The default driver and track for a quick race are Dale Earnhardt® and Atlanta.

- To randomly select a driver and track, press the **R** button.

TO BEGIN A QUICK RACE:

- From the Main menu, select QUICK RACE. The track logo appears. Press **A** to start racing.
- For default racing controls, ➢ *Command Summary on p. 4.* Keep reading for complete *NASCAR 99* instructions.

SINGLE RACE

NASCAR racing is about cars and competition—building the best race car and proving it on the track. This section helps you set up your car and run a single race.

- From the Main Menu, choose SINGLE RACE. The Single Race menu appears.
- Default menu items appear in **bold** throughout this manual.

SINGLE RACE MENU

The Single Race menu contains all the options you need to spend a weekend at your favorite NASCAR track.

- When you select RACE, QUALIFY, or PRACTICE, the track logo appears. Press **A** to get to the track.
- For default racing and pit stop controls, ➢ *Command Summary on p. 4.*

A weekend at the track.

In a typical race weekend, NASCAR teams run practice laps to test their cars' performance, constantly tweaking the car setup to get the car as fast as possible.

Next is the qualifying lap where time determines starting position. If a team is happy with its time, it's ready for the race. If not, it's back to the garage for more pre-race adjustments.

RACE

RACE takes you to the starting grid for the main event.

NOTE: *In a one player single race, if you beat a best lap record you will have the opportunity to enter your initials and save the time.*

QUALIFY

Qualifying is a solo attempt to post your fastest single lap time. After your qualifying run, the Qualifying Results screen displays your time relative to the best time.

NOTE: *In two-player races, you do not qualify for position. User-controlled drivers always begin from the back of the starting grid.*

PRACTICE

Run solo practice laps to learn new tracks and locate your car's optimum setup.

EA Tip *There's only one way to find the perfect setup: Experiment! After working on your setup, test it on the track with practice laps. Practice as many times as you want until you're ready to qualify or race.*

Happy Hour

"Happy Hour" is the last hour of practice on the eve of the race. Teams may or may not participate, but race fans love the extra NASCAR action.

CAR SETUP

To win in *NASCAR 99*, you have to tune your car for each track.

As you modify your car's setup, the performance bars adjust to illustrate how the changes will affect your Top Speed, Acceleration, Handling, and Pit Distance.

- When you choose CAR SETUP, the Car Setup menu appears.

Transmission	Choose an **AUTOMATIC** or MANUAL (you must shift gears) transmission.
Rear Spoiler	Increasing the downforce on the rear spoiler tightens up your car, making it easier to hold your line through the turns, but greatly reduces top speed.
Wedge	Wedge stabilizes your car's suspension. Increase wedge as banking increases to distribute weight to the corner of the car doing the most work.
Tire Pressure	Increasing tire pressure increases your car's handling, but tire wear is greater.
Gear Ratios	Low gear ratios increase acceleration; higher gear ratios increase top speed.

EA Tip *Set your Gear Ratios lower on road courses where acceleration out of the turns creates passing chances and higher on speedways where all-out speed wins races.*

PLAYERS

Select the number of players in the race: **ONE** or TWO (split screen).

SELECT CAR

Choose the car and driver you want to race as on the circuit.

Legendary Drivers

You must earn the opportunity to race as one of NASCAR 99's legendary drivers. Drivers become available when you place in the top-5 at selected tracks, during a Championship season, running a race length of 50% or more. Once you earn a driver, his bio appears on the screen. Save your season, and you can choose him in any racing mode.

SELECT TRACK

Choose a track for your next race.

NASCAR OPTIONS

Adjust options that affect the rules and realism of the race
(➢ NASCAR Options Menu on p. 16).

CHAMPIONSHIP

Utilizing a points structure inspired by NASCAR's scoring system, Championship mode is a racing career made up of multiple seasons. This section gets you started on your championship bid.

NASCAR 99 CHAMPIONSHIP POINTS SYSTEM

Position	Points	Position	Points
1	175	11	130
2	170	12	127
3	165	13	124
4	160	14	121
5	155	15	118
6	150	16	115
7	146	17	112
8	142	18	109
9	138	19	106
10	134	20	103

- From the Main menu, choose CHAMPIONSHIP. The Season menu appears.

SEASON MENU

At the Season menu you can begin a new season or load a season in progress.

- To load a season in progress, ➢ *Save/Load Season on p. 13.*

TO BEGIN A NEW SEASON

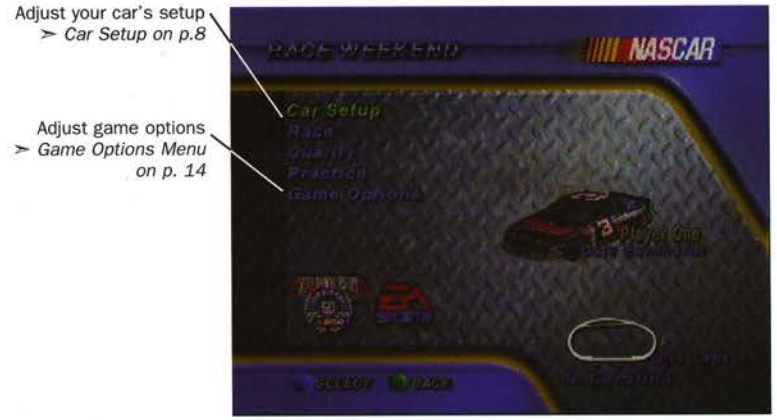
1. From the Season menu, choose **NEW SEASON**. The Select Driver screen appears.
2. From the Select Driver screen, select a driver. The NASCAR Options menu appears *(➢ p. 16).*
3. Set NASCAR Options, then choose DONE BEGIN SEASON. Bob Jenkins and NASCAR legend Benny Parsons introduce the race from the track.

Benny Parsons

Motorsports Hall of Famer Benny Parsons is recognized as one of NASCAR's 50 greatest drivers. Parsons won the 1973 championship, the Daytona 500, and a Cable ACE award as Best Sports Analyst.

4. Following the race introduction, press **A**. The Race Weekend menu appears.
5. Select RACE, QUALIFY, or PRACTICE. The track logo appears. Press **A** to get to the track.

- For default racing and pit stop controls, ➢ *Command Summary on p. 4.*



CURRENT SEASON MENU

The Current Season menu appears after the completion of each season race. Use this menu to access your next season race, keep tabs on the championship battle, save your progress, and view season records.

NEXT SEASON RACE

Choose this option to go to the next scheduled race in your season.

VIEW SEASON INFO

Visit the Season Info screen to see a complete schedule of season events. During a season, your race results are posted for completed events.

SEASON STANDINGS

The Season Standings screen keeps a running total of each team's championship points.

Here's what the final standings looked like for the 1997 NASCAR season:

1997 NASCAR CUP SERIES TOP-20 RESULTS

Position	Driver	Points	Earnings
1	Jeff Gordon	4710	$ 4,201,227
2	Dale Jarrett	4696	2,512,382
3	Mark Martin	4681	1,877,139
4	Jeff Burton	4285	1,858,234
5	Dale Earnhardt	4216	1,663,019
6	Terry Labonte	4177	1,951,844
7	Bobby Labonte	4101	1,943,239
8	Bill Elliott	3836	1,377,607
9	Rusty Wallace	3598	1,505,260
10	Ken Schrader	3576	1,109,782
11	Johnny Benson	3575	1,120,814
12	Ted Musgrave	3556	1,128,404
13	Jeremy Mayfield	3547	943,794
14	Ernie Irvan	3534	1,492,739
15	Kyle Petty	3455	834,639
16	Bobby Hamilton	3450	1,350,335
17	Ricky Rudd	3330	1,863,040
18	Michael Waltrip	3173	1,015,384
19	Ricky Craven	3108	1,139,860
20	Jimmy Spencer	3079	1,016,109

SAVE/LOAD SEASON

If you have a Controller Pak connected to your Controller, you can save your season after any race and resume it at a later time.

NOTE: *You must have the Controller Pak in the Controller when you turn on the power.*

TO SAVE A SEASON

1. From the Current Season menu, select SAVE SEASON. The Save Game screen appears.
2. Select the Controller Pak slot to which you want to save your season. The symbol/character map appears.
3. To accept the default name, press START.
4. To label your season, press **C◀** to delete existing letters, then select symbols/characters in the map.
5. Press **START** to save. The Current Season menu appears.

NOTE: *If you press B to exit the Current Season menu without saving your season, a confirmation prompt appears. Select YES or **CANCEL** to continue.*

TO LOAD A SAVED SEASON

1. From the Main menu, choose CHAMPIONSHIP. The Season menu appears.
2. From the Season menu, choose LOAD SEASON. The list of seasons saved to your Controller Pak appears.
3. Select the season you want to resume. The Current Season menu appears *(➢ p. 11)*.

RECORD BOOKS

The Record Books track career records such as most wins and most pole positions throughout the course of your career.

GAME OPTIONS MENU

Adjust the look, sound, and feel of *NASCAR 99*.



CONTROLLER SETUP

NASCAR 99 features a selection of Controller setups, each with a different button configuration. Select the setup that feels best with your racing style.

- When you select CONTROLLER SETUP, the Controller Config screen appears.



To select a Controller setup ➢ Control Pad ↔ to select the setup you want, then press **B** to accept and exit.

NOTE: *If you're not using a standard controller, choose the Controller Setup option that is closest to the one you're using.*

SPLIT TIME DISPLAY

Split Time Display posts split times and time differentials on the screen during your races.

BEST LINE

The best line is the darkened line around the track that shows the groove taken most often by other drivers. You can follow the best line to find the quickest way around a track.

NASCAR OPTIONS MENU

Modify race-specific rules and details.

IN SINGLE RACE MODE

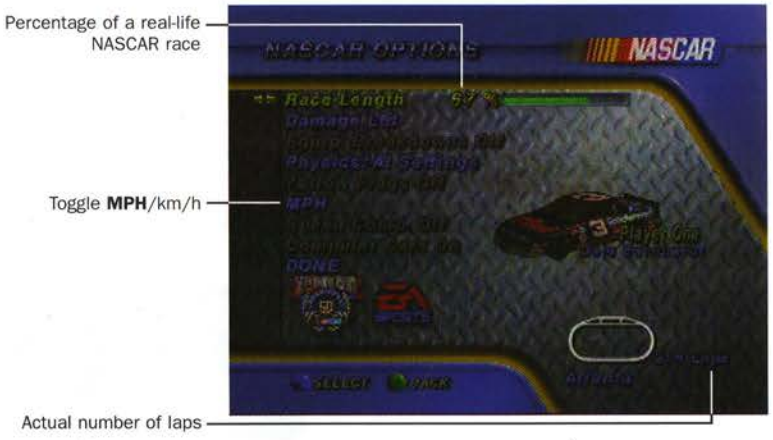
- To access the NASCAR Options menu, choose NASCAR OPTIONS from the Single Race menu.

IN CHAMPIONSHIP MODE

- The NASCAR Options menu follows the Select Driver screen.

RACE LENGTH

Set the length of your race based on the percentage of a real-life NASCAR race at the same track. Check the lap counter at the bottom of the screen for lap equivalents.



DAMAGE

Contact and car damage play key roles in the battle for position in NASCAR racing. Use this option to set the durability of the cars on the track.

LTD	Limited. If your car crashes out, press the accelerator to have it auto-repaired.
OFF	Cars do not sustain damage.
ON	Cars that sustain enough damage to become undrivable are eliminated from the race. This option is not available in two-player mode.

EQUIPMENT BREAKDOWNS

The uncertainty of mechanical performance is always a factor in auto racing, especially when you're running 500 miles at Charlotte!

- If you have Damage ON, you can set Equipment Breakdown **ON** for the possibility of mechanical failure.

Builders
In 1997, Charlie Siegars of the Hendricks Motorsports (#24) team won his third straight Engine Builder of the Year award for engine performance and durability.

PHYSICS/AI SETTINGS

Race in Arcade mode where you have an advantage over the field, Simulation where all cars are equal, or Custom where you determine the settings.

- Choose **ARCADE**, SIMULATION, or CUSTOM. (As soon as you adjust a menu item, the setting becomes CUSTOM.)
- To save changes and exit, select DONE.

Opponent Strength	Adjust your computer opponents' overall performance levels.
Drafting Effect	Affects the draft strength and the distances required to catch it. Set high to draft from long distances or low for a weak draft even at close range.
Horsepower	Increase or decrease your car's horsepower output.

Car Balance Effect Reduce for a loose-running car; increase for tighter suspension.

Speed Sensitive Steering Steering becomes more difficult as your speed increases. Set low for easy steering at any speed or high for difficult steering at high speeds.

Running Loose and Tight

A loose-running car oversteers. When you try to turn, the back end loses traction and comes around, as if you were driving on ice.

A car with a tight suspension pushes. As you turn the car, instead of following the racing line to the inside of the track, the car wants to head for the wall.

YELLOW FLAGS

Whenever a hazardous situation arises on the track, the yellow flag comes out, and the field runs under caution.

- If you have Damage ON, you can set this option ON or **OFF**.

NOTE: *Yellow Flags are not available in two-player races.*

SPEED COMP.

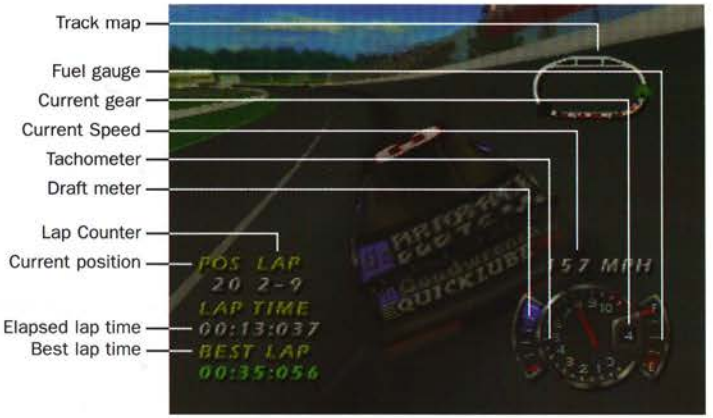
Available in two-player mode only. When **ON** the trailing player's car gets a speed boost to catch up.

COMPUTER CARS

Available in two-player mode only. Set OFF or **ON** for a full grid of 8 cars.

ON THE TRACK

Whether you're racing, qualifying for time, or practicing, you begin in the driver's seat with your car approaching the starting line. Take a moment to familiarize yourself with the on-screen gauges.



- When the green flag waves, punch the accelerator and put the pedal to the metal!
- For default racing and pit controls, ➢ *Command Summary on p. 4.*

FLAGS

In NASCAR racing, track officials use flags with different patterns and color schemes to communicate with drivers during the race. In *NASCAR 99*, you'll see the following flags.

GREEN

Signifies the start of an event or a restart after a caution period.

YELLOW (CPU CONTROLLED)

Cautions drivers to slow down and hold their positions because an unsafe condition exists on the race track.

WHITE

The white flag comes out when the race leader crosses the start/finish line to begin the final lap.

CHECKERED

Indicates that the race winner has completed the race. The remainder of the cars race back to the start/finish line to determine their final positions.

DRAFTING

Drafting is driving in the wake of air created by the car in front of you so you don't have to expend fuel and power cutting through the air. Drafting plays a key role in the racing strategy of every NASCAR driver.

TO EXECUTE A 'SLINGSHOT' DRAFT PASS:

1. As you come up on the next car, position your car so that you are following an identical line.
2. Your draft meter increases as you get closer. Ease off the accelerator to keep from bumping the car.
3. When you're ready to pass, accelerate and pull up high, so that your car is just outside the draft. You can feel the air resistance slowing you down.
4. Dive down beneath your opponent and floor it. The suction of the draft will slingshot you right past!

SPLIT TIME

Checking your split time is a good way to determine if your car is getting better or worse as the race rolls on.

Each track is divided into segments, or time traps. After the first lap, your best time through the present segment appears on the screen above your current time. When you complete the segment, the time difference appears. Green indicates a faster time, while red indicates a slower time.



- To view time traps displayed on a map, access the Pause menu and select NASCAR TIMING *(➢ The Pause Menu on p. 23).*

Time Traps

Time traps are used to provide accurate timing data. Evaluating your car's performance through each segment allows you to focus your efforts on your most challenging portion of the track.

TIME DIFFERENTIAL

Time differential pinpoints your position relative to your nearest opponents. Each time you cross the start/finish line an overlay displays the name of the driver in front of you and his time advantage, as well as the driver behind you and your lead over him.



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 or change the tires.

TO MAKE A SUCCESSFUL PIT STOP:

1. Plan which services you want before entering the pits.
2. Enter pit road. The Pit Service menu appears.
3. Select services before your car comes to a stop.
   - To move the highlight up/down, Control Pad ↕.
   - To check/cancel services and increase/decrease downforce and wedge, Control Pad ↔.
4. When the pit services are complete, your car pulls out of its stall. Hit the gas as you exit pit road.

EA Tip *By entering the pits with a plan and executing quickly, a skilled team can use its pit stops to improve the car and gain valuable positions.*

Pit Crews

NASCAR pit crews have their own annual speed competition. Bill Elliott's #94 racing team won 1997's Pit Crew Championship by changing four tires and pumping 22 gallons of fuel in 20.870 seconds.

THE PAUSE MENU

Bring up the Pause menu to take a break from the action or to access Pause menu items.

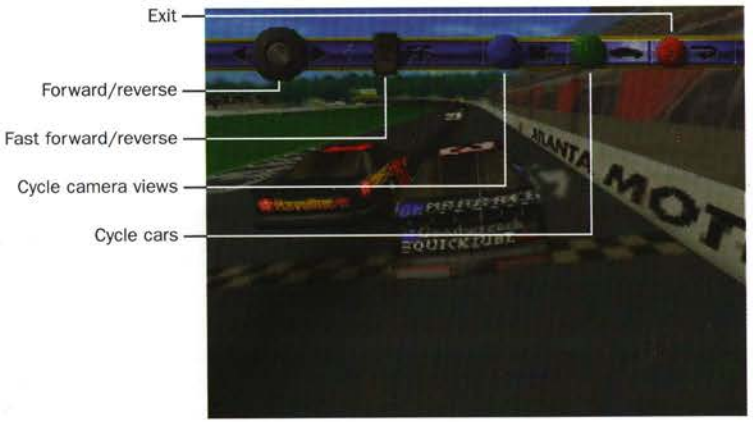
- To bring up the Pause menu, press **START**.

RESUME

When you're ready to get back to the race, practice run, or qualifying round, select the **RESUME** option.

INSTANT REPLAY

Replay the last few moments of excitement on the track. You can watch the replay from the vantage point of any car on the track.



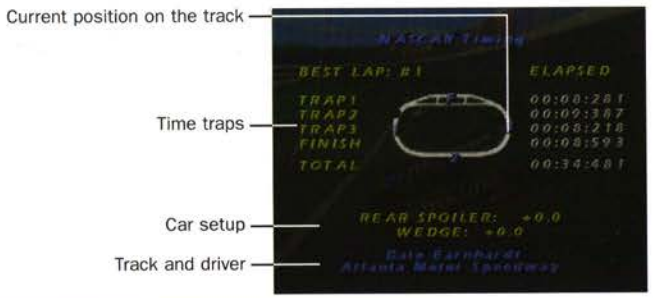
RACE STATISTICS

Access **RACE STATISTICS** to check all the cars' current positions in the field as they run.

NOTE: *This option is not available during practice runs. During qualifying, access* ***QUALIFYING STATS*** *for a look at the times to beat.*

NASCAR TIMING

NASCAR TIMING displays race and timing information for your car.



- To cycle BEST LAP, 2ND BEST LAP, and 3RD BEST LAP, press C▶.
- To cycle ELAPSED (by trap), TIME (cumulative), and SPEED (average), press C▲.

NOTE: *This option is not available during qualifying runs.*

SOUND OPTIONS

Toggle music and/or sound effects **ON**/OFF.

QUIT

If you want to abort the race, practice run, or qualifying round, select the **QUIT** option.

END OF THE RACE

Following the race, an overlay displays the top-5 drivers. The Race Results screen appears next, displaying each driver's finishing position and time behind the leader.

- At the Race Results screen, press **A**. The Single Race screen appears.

CREDITS

PRODUCTION TEAM

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Package Design	Marco Garcia
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In game Commentary	Bob Jenkins & Benny Parsons
Pit Crew Chief	Stephen Stanton
Music	Scuttle Buttin' Surfing With The Alien
Original Music by	Steve Goldstein
Driver Pictures Provided by	Cameras In Action, Stock Photography, Don Grassman
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Executive In Charge of Production	Michael Pole

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Development Executive	Masami Yamada

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