
PlayStation
NTSC U/C
PlayStation
Andretti
RACING
EA SPORTS
KIDS TO ADULTS
CONTENT RATED BY ESRB
SLUS-00264
EA SPORTS

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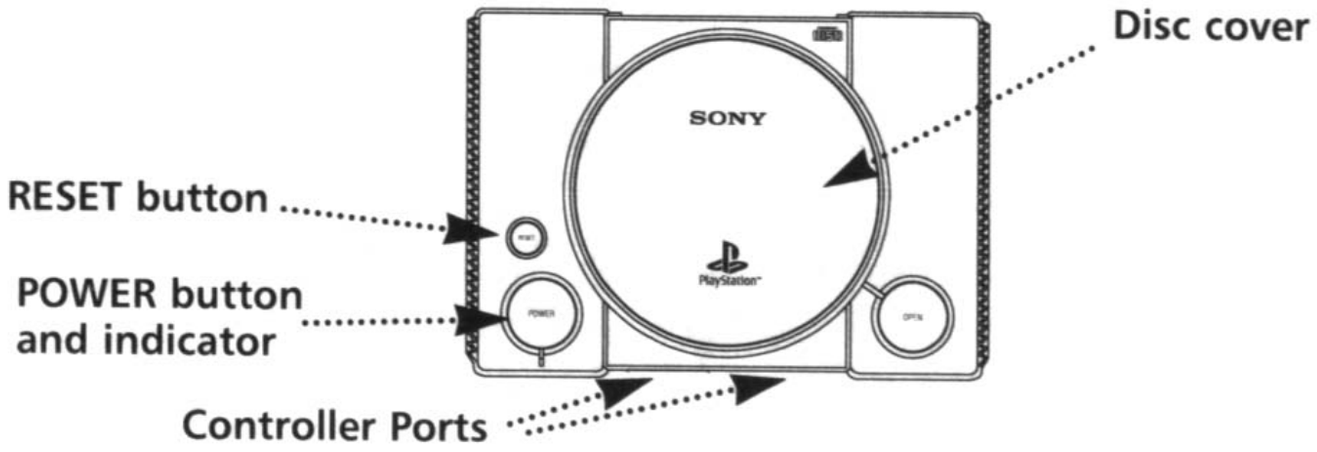
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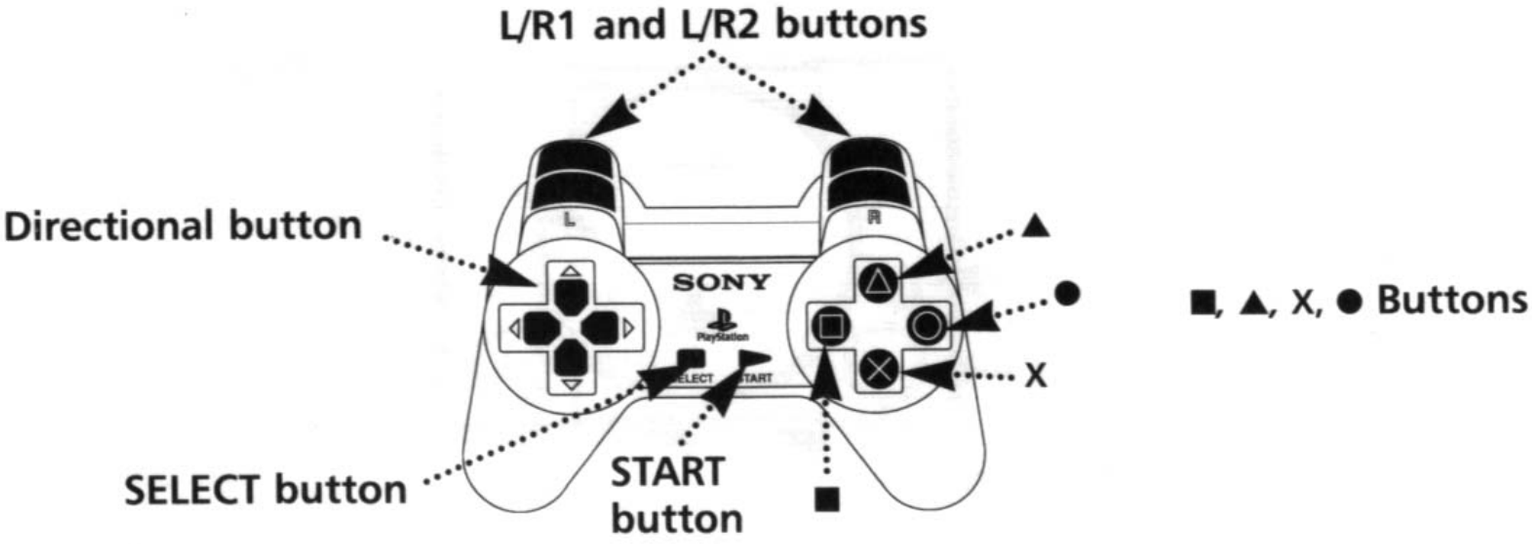
STARTING THE GAME



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the PlayStation™ game console power is OFF before inserting or removing a compact disc.**
2. Insert the ***Andretti Racing*** disc and close the Disc cover.
3. Insert game controllers and turn on the PlayStation™ game console. The EA SPORTS™ opening sequence appears, followed by the ANDRETTI RACING title screen.
4. Press the **START** button to advance to the MAIN menu.

Make sure there are enough free blocks on your Memory card before commencing play.

Control Summary

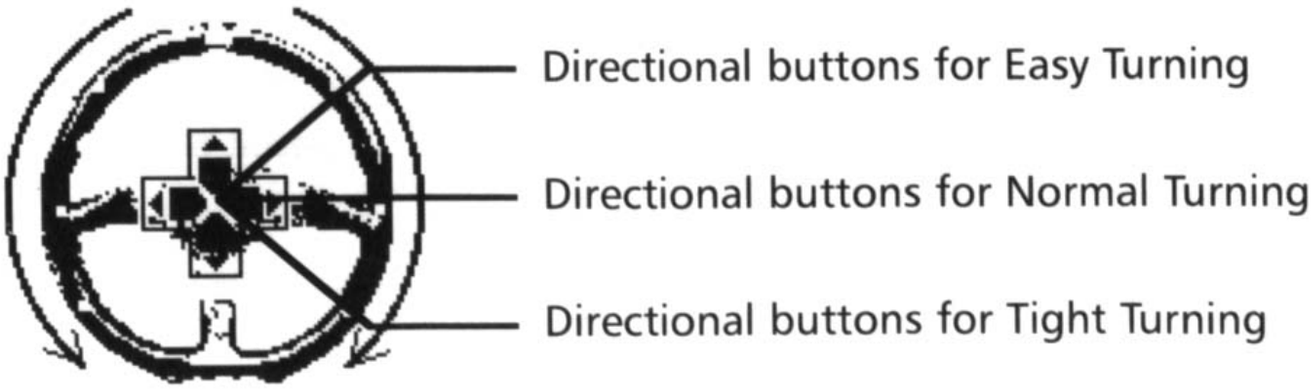


Getting Through the Menu Screens

ACTION	COMMAND
Highlight option	Directional button **UP/DOWN**
Change highlighted option	Directional button **LEFT/RIGHT**
Select option	× button
Return to previous screen	▲ button

NOTE: Check the on-screen instructions for additional commands specific to the current menu.

Driving Controls (default)



Action	Command
Brake	■ button
Accelerate	× button
Change racing view	● button
Toggle map and time indicators On/Off	▲ button
Cycle picture-in-picture views	**L1/L2** buttons
Shift Up/Down (manual shifting)	**R1/R2** buttons
Pause	**START** button

In The Pits

Action	Command
Highlight service	Directional button **UP/DOWN**
Select/Cancel fuel and tires;	
Decrease/Increase wing downforce	Directional button **LEFT/RIGHT**
Splash and Go (stop fuelling and go)	× button

Note: When entering pit row, you can make pit stop adjustments only after the Pit menu appears and before your car stops in its pit space.

Andretti Racing

There's just one word that describes the combination of blurring speed and precision control as only the world's most exciting sport delivers: Addictive! Indy car and Stock car circuits, 16 challenging tracks, Split-screen and Link modes, and Exhibition and Career play give ***Andretti Racing*** the replayability to lure you back until you've satisfied your fix.

- Indy car Circuit: Lightning acceleration and superb handling through the turns make Indy cars a fan favourite. Concentration, discipline, and speed will make you a winner.

- STOCK CAR CIRCUIT: Beefy engines, rugged chassis, and raw power. You'll bump, jar, and force your car through the pack on your way to the chequered flag.
- MULTI-PLAYER: ***Andretti Racing*** is the only 32-bit racing simulation to incorporate split-screen mode. You can challenge one, two, or three other players with no gameplay slowdown.
- RACING SCHOOL: Mario, Michael, and Jeff Andretti joined the EA SPORTS design team to keep ***Andretti Racing*** true to its sport. Their expertise is revealed to you through informative video interviews.

My association with EA SPORTS dates back to 1990. The first game we collaborated on was Mario Andretti's Racing Challenge. What always strikes me about EA is their enthusiasm, commitment to realism, and openness to my input. I'm especially excited about Andretti Racing on the PlayStation. Never before have I seen a video game with such a high level of authenticity. The car physics are amazingly true to the real thing. I become more impressed each time I play.

— Mario Andretti

I won't lie and say that playing Andretti Racing contributed to my recent good fortune on the circuit, but the EA SPORTS design team has been quick to analyse the keys to my success and implement that information to the game. Andretti Racing is an incredibly intelligent and well thought out racing simulation. I'm proud to have assisted in its development.

— Michael Andretti

I have played an active role in the development of Andretti Racing from square one: critiquing its progress at each stage of production, designing tracks, and working with programmers to tune the game's racing "feel." The AI of the auto-controlled cars is amazing. I've never played another videogame that instilled such a degree of competition

— Jeff Andrett

Main Menu

The MAIN menu is where you choose ***Andretti Racing*** game modes. Sign up for an Exhibition Race to take a quick spin, embark on a Career, or go to the Racing School and study the basics.



To choose a Main menu option:

1. Directional button **UP/DOWN** to highlight the option you want.
2. Press **START** or × button to select. The appropriate screen appears.

Exhibition Race

Enter and compete in a single race. See ***Setting up an Exhibition Race***.

Begin Career

Commit to a career on the pro-racing circuit. See ***Setting up a Career***.

Resume Career

Return to complete a saved career. You can save your careers-in-progress to memory cards. See ***Resuming a Saved Career***.

Linked Race

Link two PlayStation game consoles with two TV monitors, and run an Exhibition Race with 2-4 players. You must have two copies of ***Andretti Racing*** to race in Linked mode. See ***Setting up a Linked Race***.

Racing School

Enrol in the Andretti family's Racing School to learn the fundamentals and pick up a few pointers from the masters. See ***Racing School***.

Credits

The Andretti family enjoyed a little assistance in the development of ***Andretti Racing***. Roll the credits to find out who the players are "behind the scenes."

Setting up an Exhibition Race

An Exhibition Race is a stand-alone race. The competition is just as solid as it is in Career mode, but you're racing for time and position rather than points.

- To set up an Exhibition Race, select EXHIBITION RACE from the MAIN menu. The EXHIBITION RACE screen appears.

Exhibition Race Screen

In Exhibition mode, you have full control over the organisation of your races. Use the EXHIBITION RACE screen options to set up the type of race you want.

- Default settings in this manual appear in **bold** type.

Select Player

Choose **ONE PLAYER** to challenge a pack of 15 computer-controlled cars, or TWO PLAYERS to race head-to-head on a split-screen.

Select Circuit

The circuit you choose determines the type of car you drive. ***Andretti Racing*** includes **INDY CAR** and STOCK CAR racing circuits.

Select Track

Select a track for your next race. Indy cars and Stock cars can compete on all 16 tracks.

Select Laps

You can set your race to **3**, 8, or 12 laps. The number of laps you choose plays a big part in the importance and frequency of pit stops.

Speed Comp

Available only when setting up a multiplayer race, Speed Compensation keeps the competition tight by providing a slight speed advantage to any cars trailing the leader. You can toggle this option **ON**/OFF.

Done

Accept the current Exhibition Race options.

- When you choose DONE, the EXHIBITION SETUP screen appears.

Exhibition Setup Screen

When the EXHIBITION SETUP screen appears, you're ready to hit the track.

- To begin a race with default settings, choose RACE.

Qualify

Available only in one-player races. You get three solo laps to qualify for grid position. (If you choose not to qualify, you start in 16th position.) Qualifying is also a great opportunity to familiarise yourself with the track before the race.

- Your best lap is compared to the other drivers' times to determine starting positions.
- To get an update of your current qualification position, check the POSITION/LAP overlay on the left of your screen after each lap.

Race

Load the race and roll out to the starting grid. (See ***Racing***.)

Car Setups

Modify your car for peak performance on the upcoming track.
(See ***Car Setup Screen***.)

- The CAR SETUP screen appears automatically after a qualifying run, allowing you to make adjustments before the race.

View Records

Although Exhibition Races are single races, ***Andretti Racing*** tracks personal stats for each race. If you have a memory card, the EXHIBITION STANDINGS screen displays your Win/Loss record and Best Lap time.

NOTE: To track stats by a specific name, you must register before you race. Stats for each race run under that name are compiled and saved.

Register

Register your name for the next race. Stats for every race completed with that name are tallied and displayed on the EXHIBITION STANDINGS screen.

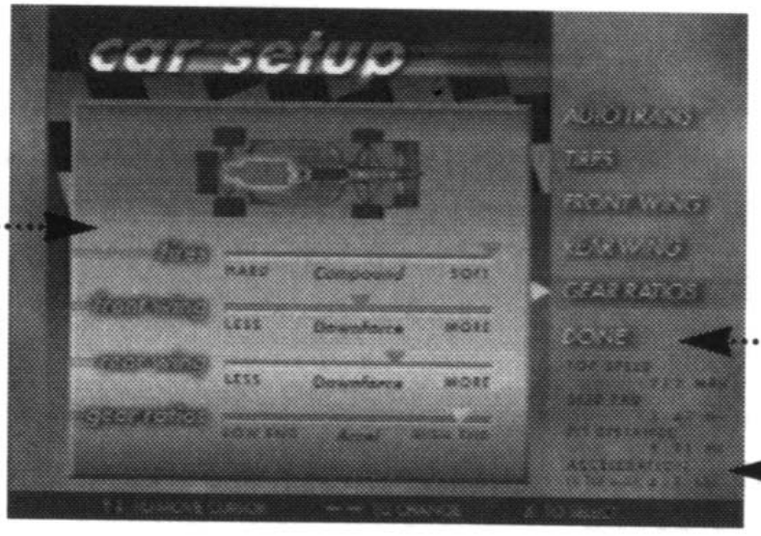
- Follow the on-screen instructions to register your name. When you're finished, select END. The REGISTER overlay disappears.

Options

Set general gameplay options. (See ***Options Screen***.)

Car Setup Screen

Easily the most important feature in ***Andretti Racing***, Car Setup adjustments allow you to customise your car for specific tracks. Make corrections based on the composition of the track, or wait to see how your car handles during qualifying before tuning. Experiment with different combinations of settings.



Move the sliders LEFT/RIGHT to tune your car

Select DONE to exit the Car Setup screen

Performance Figures

- Watch the performance figures after each alteration to see what kind of variance you can expect.
- In two-player races, the CAR SETUP screen for Player 2 automatically appears when Player 1 exits.

  NOTE: Car Setup settings carry over through all phases of a race: from pre-qualification tuning, to pre-race modification, to pit stops. Following a race, all Car Setup options return to their defaults.

Select Trans

Decide on the type of transmission you want. Your transmission choice doesn't alter the performance of the car, but it does add another element to the racing challenge. Choose **AUTO TRANS** and concentrate on the pedals and steering or MANUAL TRANS to add the challenge of shifting gears.

Tires

Determine the proper compound of your tires. **SOFT TIRES**, or slicks, grip the track better than hard tires and should be used on courses where control in turns is more important than flat-out speed. HARD TIRES don't adhere to the track as well as slicks but they last longer, allowing you to delay pit stops.

Front Wing/Air Dam

Set the amount of downforce on the front end. If you feel as though your car is understeering (steering is slow or unresponsive), it's a good idea to apply more downforce. Less downforce increases top speed.

Rear Wing/Spoiler

Set the amount of downforce on the rear end. If you feel as though your car is oversteering (the rear tires are sliding out around turns), you may want to try more downforce on the rear. The more downforce you allocate, the lower your car's top speed.

Gear Ratios

Specify your car's optimum gear ratio. In general, a low gear ratio gives your car quick acceleration at slow speeds; a higher gear ratio is best suited to smooth drivers, but it translates to slow acceleration at low speeds. As a rule of thumb, use lower gear ratios on twisty courses and higher gear ratios on mostly straight tracks.

Options Screen

At the OPTIONS screen you can adjust the preferences that affect your racing environment: sounds, displays, and controls. You can also set the durability level of all the cars in the race.

- To exit the OPTIONS screen, select DONE.

Select Sound

Toggle all sound effects during a race **ON** or OFF.

Select Music

Toggle the background music played during a race **ON** or OFF.

Speedometer Mode

Set the units of measurement displayed by your speedometer to **MPH** (miles per hour) or KPH (kilometres per hour).

Set Controls

If you're not comfortable with ***Andretti Racing's*** default driving controls, you can change them. You can edit any racing command except steering.

TO CONFIGURE YOUR DRIVING CONTROLS:

1. From the OPTIONS screen, choose SET CONTROLS. The CONTROL SETUP overlay appears.
2. Directional button **LEFT/RIGHT** until the function you want is displayed in the window.
3. Press the button you want to assign to that function.
   - To accept your changes, press the **START** button; to cancel your changes, press the **SELECT** button. The CONTROL SETUP overlay disappears.

Select Damage

Set Damage OFF for invincible cars, ON for realistic results from collisions and the possibility of being knocked out of a race, or **LTD** (limited) for cars that sustain damage but rejuvenate to continue racing if they flip or lose a tire.

> **NOTE:** If your car becomes damaged in a collision and you can make it back into the pits, your crew completes all necessary repairs.

Setting up a Career

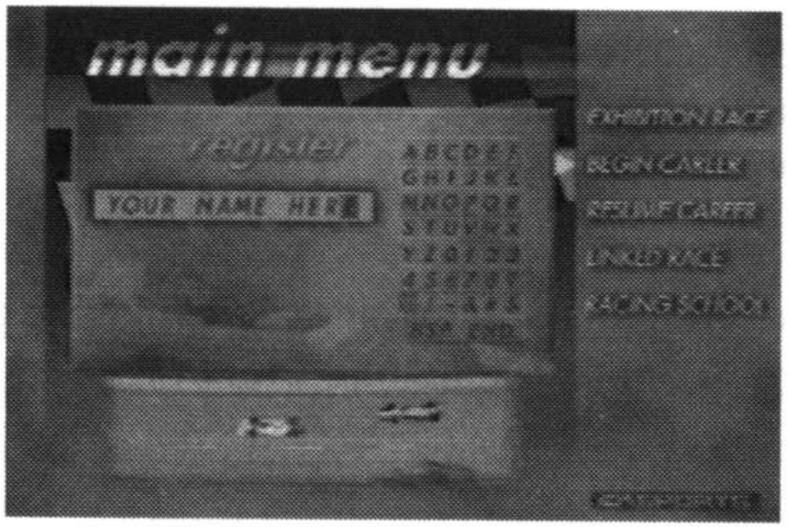
You begin a Career by driving for an entry-level racing team. Go through an entire 10-race season and try to accumulate as many points as possible. At the end of the season (if you turned in a respectable point total), you may be asked to drive for a more successful team.

Careers can last as many seasons as you can endure. If you reach the top, you'll get the opportunity to drive for the Andretti racing team. Following the fifth season of a Career, drivers who win championships on both circuits are inducted into the EA SPORTS Racing Hall of Fame.

- To set up a new Career, select BEGIN CAREER from the MAIN menu. The REGISTER overlay appears.

Register Overlay

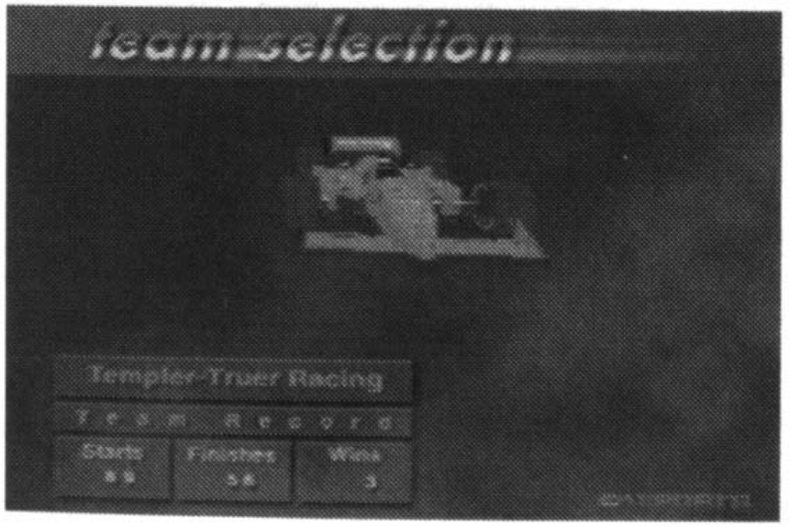
Register your name as driver at the beginning of a Career. This is the name under which your point totals and stats are tallied throughout your Career.



- Follow the on-screen instructions to register your name. When you're finished, select END. The TEAM SELECTION screen appears.

Team Selection Screen

At the beginning of a new Career, you can choose from only one team for each circuit. By the start of your next season, if you posted a respectable point total, additional teams should become available.



- Following your team selection, the race announcer (Derek Daly on the Indy car circuit, Bob Jenkins on the Stock car circuit) gives you an overview of the next scheduled race, then the RACE SETUP screen appears.

Race Setup Screen

Many of the Career mode RACE SETUP items are identical to those displayed in Exhibition mode. The items that appear only in Career mode are described below. For information on other items, see ***Exhibition Setup Screen***.

View Career

Check the statistics on each race of your Career, season by season. The CAREER SUMMARY screen displays season-long accumulative numbers for Wins, Podium Finishes, Finishes, and Starts, as well as track-specific stats such as Qualifying Position, Placed, Time, and Best Lap.

- To view additional track-specific stats, Directional button **LEFT/RIGHT**.

Save Career

If you have free space available on a memory card, you can save your career up to the last completed race. Return to continue a career at any time by choosing RESUME CAREER at the MAIN menu.

TO SAVE A CAREER:

1. From the RACE SETUP screen, choose SAVE CAREER. The SAVE CAREER overlay appears.
2. Using the alphabet grid, follow the on-screen instructions to enter a custom name for your career. When you're finished, select END. A highlight appears in the memory window. If you make a mistake select Back Space to correct it.
3. Directional button **UP/DOWN** to highlight the memory card slot to which you want to save. (Up to Nine slots are available for each memory card.)

- If you select an occupied slot, your current career will delete the previous one. A text box appears prompting you to confirm your decision. Press the **START** button to accept or the ▲ button to cancel.

4. When your season is saved successfully, press the **START** button to continue. The SAVE CAREER overlay disappears.

Exit Career

When you select EXIT CAREER, you exit Career mode and return to the MAIN menu, where you can continue racing in another mode.

Resuming a Saved Career

You can begin and save up to nine Careers on a single PlayStation memory card. Whenever you're ready to continue a Career, Resume Career is your ticket back to the circuit.

TO RESUME A SAVED CAREER:

1. From the Main menu, select RESUME CAREER. The RESTORE CAREER overlay appears.
2. Select the Career you want to resume from the list. The CHAMPIONSHIP STANDINGS screen for that Career appears.
3. Check your point total at the CHAMPIONSHIP STANDINGS screen, then exit. The RACE SETUP screen appears.
4. Proceed with your Career on the next scheduled race.

Setting up a Linked Race

In preparation for a Linked race, you must connect two PlayStation game consoles (each hooked to a separate TV monitor) with a Link Cable. Insert a copy of ***Andretti Racing*** into each console, then advance to the MAIN menu.

- To set up a Linked race, a player connected to each console must select LINKED RACE from the MAIN menu.
- The console first registering the selection is the master, the second is the slave. The master advances to the EXHIBITION RACE screen, while the slave advances to the LINKED RACE ENTRY screen.

TO CONFIGURE A LINKED RACE:

1. The master makes all EXHIBITION RACE selections for both consoles, presses the **START** button, and advances to the LINKED RACE ENTRY screen.
- Controllers appear on the LINKED RACE ENTRY screen in all possible Linked race configurations. The controllers connected to the master console always appear on the left. (Slave controllers are marked with links.)
2. The master chooses the correct configuration for the upcoming race and presses the **START** button. Both consoles advance to the EXHIBITION RACE SETUP screen.
3. Each console has control at the EXHIBITION RACE SETUP screen. Set options just like you would in an Exhibition race, then choose RACE.
- When both consoles select RACE, the race loads and the cars roll out to the starting grid.

  NOTE: In Linked races, the Select Music option automatically defaults to **OFF** for the slave console.

Racing School

We invited Mario, Michael, and Jeff Andretti to join our design team, then sat down and grilled them with tough questions on the sport of Auto Racing. Not only did we translate their vast experience behind the wheel to the physics of the game, we also captured it in video interview clips and created the Racing School.

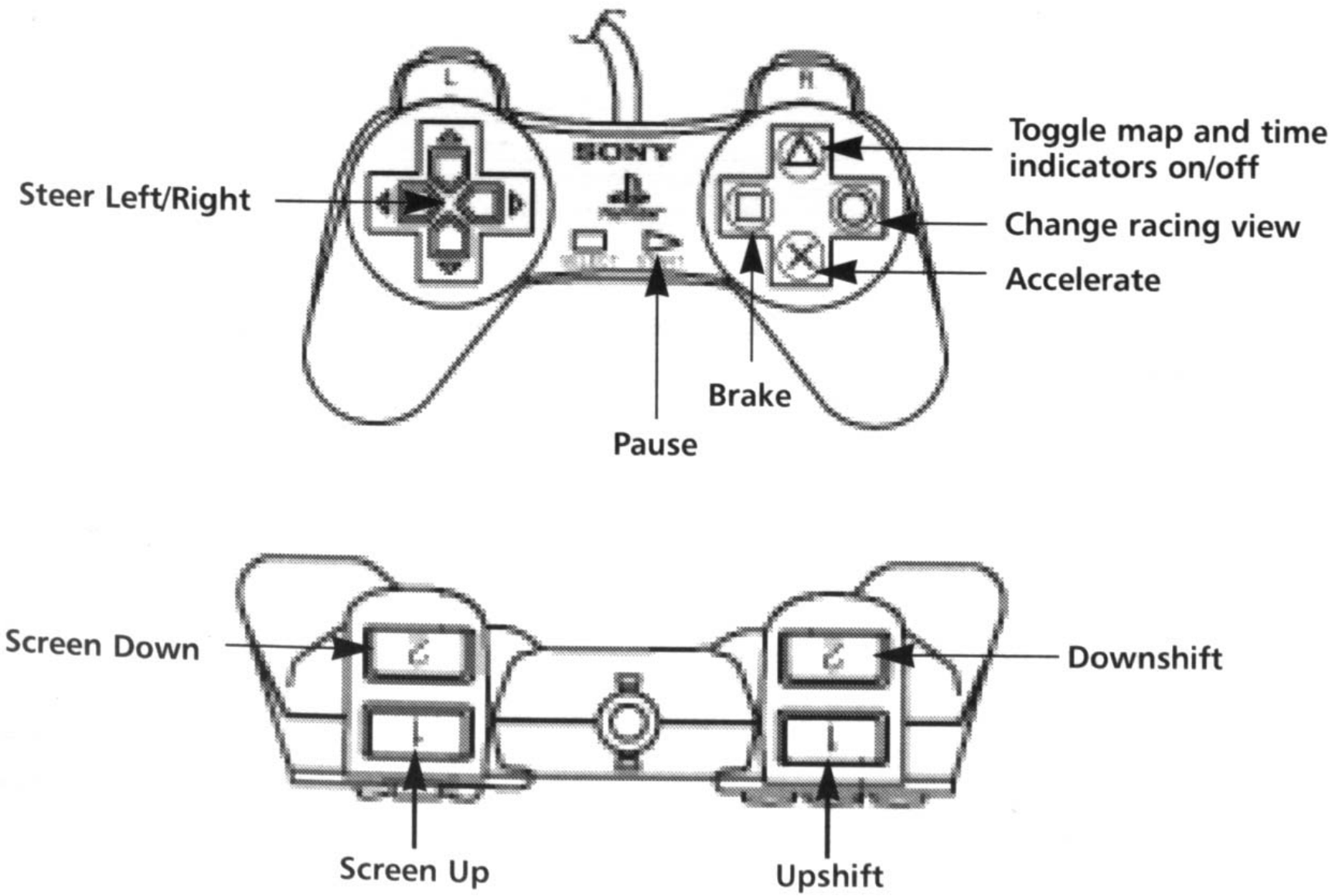
The Racing School contains something for everyone, from the Auto Racing enthusiast to the hard-core ***Andretti Racing*** gamer.

- Follow the on-screen instructions to view Racing School videos.

Racing

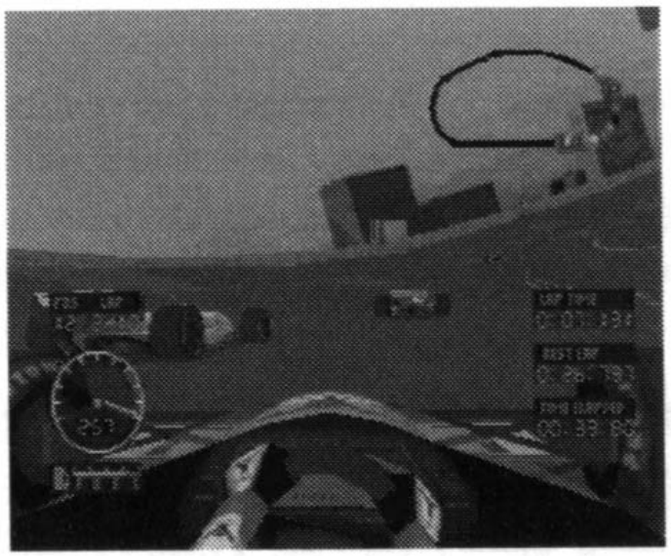
Racing controls are consistent throughout all ***Andretti Racing*** game modes. Whether you're qualifying for time or duelling for position, the information in this section will give you a good idea of how to perform on the track.

Default Racing Commands



The Green Flag

When the race loads, your car is approaching the Start/Finish line at the end of the pace lap. Listen for the race announcer, then take control of your car when the Green flag appears.



Racing Views

Andretti Racing has three different views you can use during a race: Behind the Car, Above the Car, and In the Car.

BEHIND THE CAR: This fixed camera sits directly behind your car, allowing you to see upcoming turns and opponent's noses as they close in on you. If you have Damage ON or LTD, you can visually track the condition of your car.

ABOVE THE CAR: Another view from behind your car, this camera is elevated and set further back, bringing a considerably larger portion of the track into the picture. Beginners may want to start with this generous view.

IN THE CAR: The most realistic and challenging of the three views, this angle seats you right in your car's cockpit. Turns appear out of nowhere, phantom cars bump you from behind, and you get a very limited perspective on your car's condition. You'll also have a lot more fun!

- Races begin with the default racing view (Behind the Car). To change this view, press the ● button shortly after your car crosses the Starting line.

Map and Time Indicators

In full-screen races, the Map and Time Indicator appear on the right side of the screen. In split-screen races, the Time Indicator is not displayed.

MAP: The map provides a general outline of the current track. Check the map to see upcoming turns and your position among the field. The three lead cars are labelled L, 2, and 3 on the map, and your car is labelled P. Two-player races depict Player 1 and Player 2 as 1 and 2.

TIME INDICATOR: The Time Indicator displays three time modes: Lap Time, Best Lap, and Time Elapsed. During qualification, Best Lap determines your grid position.

- Races begin with the Map and the Time Indicator displayed. Press the ▲ button to select both ON, both OFF, or one ON and one OFF.

Picture in Picture

The default Picture in Picture view is the Map Indicator. You can substitute the Map with one of three racing cameras: Leader Cam, Sky Cam, or Rear View Cam.

- The Leader Cam follows the first position car, the Sky Cam provides an aerial view of your car, and the Rear View Cam functions just like a rear view mirror.
- To cycle through the Picture in Picture cameras, press the Screen Up or Screen Down button (L1 or L2 button).

The Pause Menu

The PAUSE menu appears on the screen whenever you pause a race. From the PAUSE menu, you can adjust sound and music options, view a replay of the action, check race stats, or quit the current race.

- To pause a race, press the **START** button. The PAUSE menu appears.
- To quickly return to the race, press the **START** button with any PAUSE menu option highlighted.

Resume Race/Qualifying

Get back to the racing action.

Instant Replay

Replay the last several moments of race footage. Instant Replay mode has seven camera angles (some fixed, some mobile) that allow you to watch the action from every position.

- To control the replay, use the button commands on the top-left of the screen
- To exit an Instant Replay, press **SELECT button**. The PAUSE menu appears.

Race Statistics

At any time during a race, you can check the RACE STATISTICS overlay to see the position of every driver, their current lap, and elapsed time.

- To close the RACE STATISTICS overlay, press the x button.

Sound Effects

Toggle sound effects during a race **ON** or OFF.

Music

Toggle the background music played during a race **ON** or OFF.

Quit Race/Qualifying

Exit the current race. Your name appears on the post-race screens followed by the letters DNF (Did Not Finish).

Navigating the Pits

Once you pass through the pit entrance, your racing view changes to the In the Car view, the PIT menu appears, and your car enters auto-pilot mode. A standard pit stop refuels the car and installs a new set of tires.

- Smoothly executed pit stops are essential to successful racing. Races can be won or lost in pit row.

If you want to make changes to your pit services, you can access the PIT menu while your car automatically steers into its stall.

- To toggle the fuel or tire service **ON**/OFF, highlight the appropriate item, then directional button **LEFT/RIGHT**.
- To adjust front or rear wing downforce, highlight it, then directional button **LEFT/RIGHT**.
- For a Splash and Go pit, turn off all services except Fuel. When you think you've taken enough fuel, hit the accelerator and go.
- You have control over the PIT menu only as long your car is rolling to its designated position in pit row. When your car comes to a stop, you can make no further changes.

The Chequered Flag

As you cross the Start/Finish line following the final lap, the Chequered flag appears and your finishing place is displayed. At the end of a qualifying run, this is your position in the starting grid; at the end of a race, this is your final position.

- If you just finished a qualifying run, the CAR SETUP screen appears. Make any adjustments you need for the track, then exit. Your race loads.

- After an Exhibition race, the RACE RESULTS screen appears. Check your position and time behind the leader, then exit. The EXHIBITION RACE screen appears.
- After Career races, the CHAMPIONSHIP STANDINGS screen follows the RACE RESULTS screen. Find your place on the leader board and your running point total, then exit. The announcer returns with an overview of the next scheduled race, then the RACE SETUP screen appears.

Two-Player Races

A race in Two Player mode is a split-screen, one-on-one challenge between you and a friend. If two controllers are connected to your PlayStation game console, select TWO PLAYERS from the EXHIBITION RACE screen, and find out who's the superior driver.

Two-player races end as soon as the first player captures the Chequered flag. The cars remaining on the track are awarded their current positions.

Speed Comp.

The Speed Comp. option appears on the EXHIBITION RACE screen only after you select TWO PLAYERS. Speed Compensation is used to counterbalance the first place driver's dominance by providing the second driver with a speed boost. As the lead changes hands, so does the Speed Comp. benefit. Speed Comp. races tend to be close and are usually decided on the final lap.

Jeff Andretti's Racing Tips

The keys to success in ***Andretti Racing*** are identical to the keys to success on the pro circuit, and no one knows that better than Jeff Andretti. We persuaded Jeff to share some of his ***Andretti Racing*** tips with you—this is the same kind of info you'd pay thousands of dollars for at a pro driving school.

Driving

The physics of the ***Andretti Racing*** cars are designed to the specifications of real Indy cars and Stock cars. The computer-controlled cars perform just like real pro drivers would in similar race conditions.

General

Tip: You can get a speed boost (and better gas mileage) by drafting the car in front of you. To draft, position your car directly behind the car in front of you. The closer you are, the faster you'll go.

- Drafting is essential to your success on the Stock car circuit.

Tip: In most cases, the other drivers in ***Andretti Racing*** are reluctant to let you pass. Often they'll weave back and forth to cut off your lanes. When this happens, back off and draft for a while. Get the timing of the other driver's weaving down, then you can pass unscathed.

Tip: If a car is coming up behind you to attempt a pass, don't waste your time trying to block it: it'll only slow you down. Instead, let the car pass, then slip in behind it to catch its draft.

Tip: There are renegade drivers in ***Andretti Racing*** who would rather bump you from behind than pass cleanly, leaving you spinning in their wake. Don't turn your wheels against the spin; turn into the slide and release the accelerator. When your car's nose is pointing back in the direction of the track, hit the gas. You'll pull right out of the spin.

Cornering

Tip: When driving through an S-turn, or chicane, you must consider both turns equally. Because acceleration out of the second turn is more important than mid-corner speed, use the first corner to properly set up for the second turn.

Tip: Always look ahead of your car when driving through turns. When entering a turn, your eyes should already be focused on the centre of the turn, or the apex. When you hit the apex, your focus should be the exit.

Tip: If you must slow your car through a turn, do it before you begin the turn. In other words, by the time you begin turning the steering wheel your foot should already be off the brake and back on the accelerator.

Tip: By outbraking (braking later than a competitor), you can gain an advantage going into a turn. To outbrake, take the inside line going into a corner and brake later than the car in front of you. You then catch up to him on the inside, forcing him to let you by.

Pit Stops

Tip: It's important to figure out exactly when you ***need*** to pit on each track. If you can pit more efficiently than the pack, you will gain a clear advantage. For example: In a 12-lap Indy car race at Binghampton, most of the computer-controlled cars pit twice. With the right car setup, you can avoid the pits until the sixth lap, and get away with just one stop.

Tip: If you know you'll have to pit more than once during a race, try to judge how much fuel you need between stops. In most cases, it's less than a full tank. You can leave the pits as soon as your car has tires, so hit the accelerator when you think you've got enough.

Tip: This won't earn you any sportsmanship awards but it may help you win a race. When challenging a friend in two-player mode, try giving the other driver a little nudge into the pit entrance. If you're lucky, you're opponent will be too frustrated to remember to de-select the tire service.

Car Setups

Tip: In general, adjusting wing downforce one notch alters your top speed by 2 MPH. When you're racing on "fast" tracks and ovals, top speed is the key to victory—reduce your wing downforce significantly.

Tip: It's easy to concentrate on your rear wing (that's the one sliding out all over the place), but don't forget about the front wing, or air dam. It's important to achieve balance in your car; many times you'll have to adjust both wings to correct a pushing (understeering) car.

Tip: If you like the lower gears, stay in your opponents' draft, then pass off in the last corner. If your car is running in the high end, you've got a better chance to pull away; when this happens, don't let the other cars use your draft.

Tip: When it comes to car setups, the best tip is to experiment. The proper car setup depends on your driving style. Because no two people will ever navigate a track the same way, no one setup is guaranteed.