PlayStation™

NTSC U/C

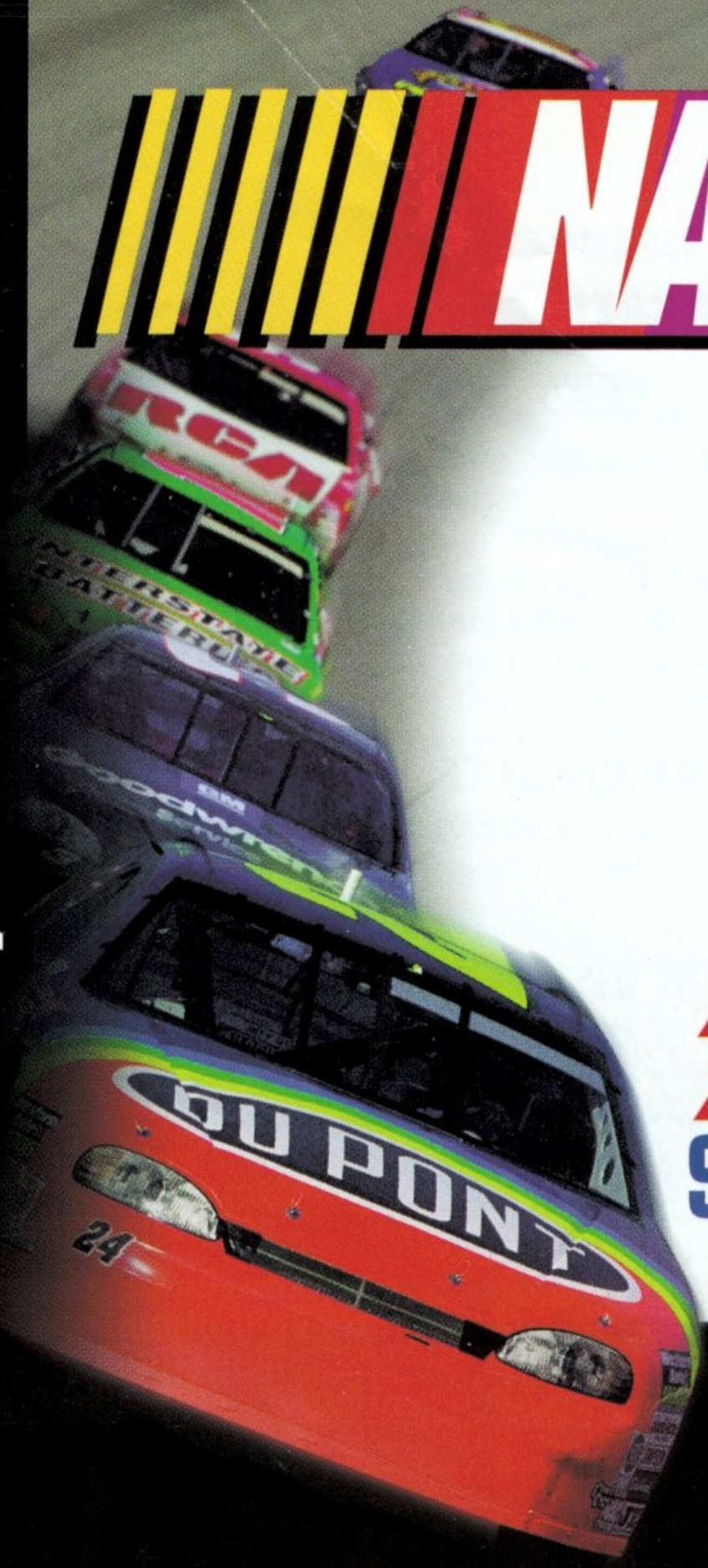
PlayStation™

KIDS TO ADULTS

CONTENT RATED BY ESRB

SLUS-00521

NASCAR® 98



EA SPORTS™

CONTENTS

STARTING THE GAME 2

CONTROL SUMMARY 3

INTRODUCTION 5

THE MAIN MENU 6

GAME OPTIONS 8

NASCAR OPTIONS 10

SINGLE RACE MODE 13

RACE SETUP MENU 13

SINGLE RACE WEEKEND MENU 14

DRIVING CONTROLS 16

PIT STOP CONTROLS 19

PAUSE MENU 20

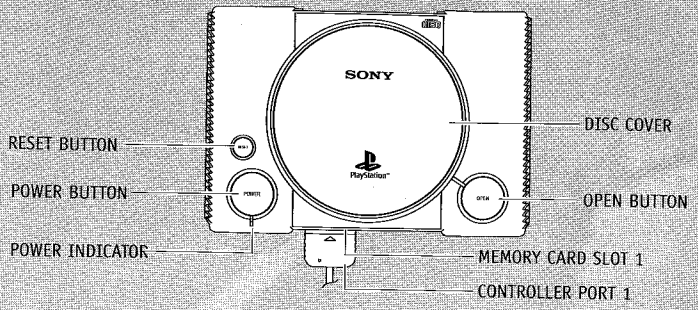
CAR SETUP MENU 23

CHAMPIONSHIP SEASON MODE 25

CREDITS 28

▷ **FOR MORE INFO** about this and other titles, check out EA SPORTS™ on the web at **www.easports.com.**

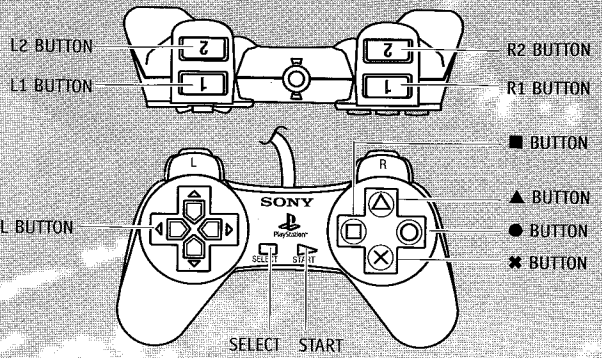
STARTING THE GAME



1. Set up your PlayStation™ game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NASCAR™ 98* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation™ game console. The *NASCAR 98* video introduction begins, followed by the *NASCAR 98* title screen.
4. At the *NASCAR 98* title screen, press **START** to advance to the Main menu. ➤*The Main Menu* on p. 6.

▷ **SOFT RESET:** You can return to the *NASCAR 98* title screen at any time during gameplay by holding down **SELECT**, then pressing and holding **START** for two seconds.

CONTROL SUMMARY



▷ **NOTE:** *NASCAR 98* supports a number of popular analog controllers; however, this section defines commands only for the standard PlayStation controller. If you want to race with an analog controller, ➤*Analog Controllers,* p. 8.

MENU CONTROLS

ACTION	COMMAND
Highlight Menu Item	D-Button ↕
Cycle Menu Item Choices	D-Button ↔
Select Menu Item	✖
Return to Previous Menu	▲

DEFAULT DRIVING CONTROLS

ACTION	COMMAND
Steer Left/Right	D-Button ↔
Accelerate	✖
Brake	■
Change Driving View	● or **L2**
Cycle Map/Rear View/Time Overlay	**L1**
Shift Up/Down	**R2/R1**

PIT STOP CONTROLS

ACTION	COMMAND
Highlight Pit Service	D-Button ↕
Check/Cancel Tire or Fuel Service	D-Button ↔
Decrease/Increase Downforce	D-Button ↔
Splash and Go	✖ (tire service must be canceled)

▷ **NOTE:** You must select pit stop adjustments before your car stops in its pit space.

INTRODUCTION

There's a whole lot more to NASCAR than driving fast and turning left. In a relatively short period of time, this one-time sport of moonshiners and rebels has become America's number one draw—its drivers idolized by thousands of fans.

It's easy to identify with NASCAR drivers (they look like us, they talk like us, they even race the same cars we drive to work every day). It's easy, that is, until you witness what they do in person.

Roaring down the straights at speeds exceeding 200 mph; thundering through turns with drivers inches away on either side; reigning in 700 horses, as they bump, grind, and trade paint all the way to the checkered flag.

NASCAR drivers live a different lifestyle than the rest of us, and EA SPORTS brings that lifestyle to you.

NASCAR 98 Features:

- Unparalleled power—take on 23 computer-controlled cars at once, or compete head-to-head on a split screen in a field of eight cars.
- Real NASCAR action—accurate drafting physics, three and four wide racing, aggressive computer drivers, and more.
- 24 top NASCAR racers, driving their signature cars.
- 17 tracks, featuring 11 licensed NASCAR circuits, with variable laps—drive up to 600 miles at Charlotte!
- Analog controller support—InterAct™ V3 Racing Wheel™, Mad Catz™ Analog Steering Wheel, Namco® NeGcon™, Asciiware® OPTECH MACH 1™, Sony™ analog controllers, and compatibles.

THE MAIN MENU

At the *NASCAR 98* Main menu, you can select a game mode, learn about the NASCAR drivers, access options, or view the game credits.



TO HIGHLIGHT A MENU ITEM, D-BUTTON ↕

TO SELECT A MENU ITEM, PRESS ✖

ON-SCREEN MENU HELP

▷ **NOTE:** Always check the on-screen instructions for menu commands specific to the current menu.

SINGLE RACE

Spend the weekend at your favorite *NASCAR 98* track. As driver and pit crew chief, you can control your race from both sides of the wall. ➤*Single Race Mode* on p. 13.

CHAMPIONSHIP SEASON

Enter a season at the NASCAR Cup Series level. Accumulate points over a 17-race season on your way to the championship. ➤*Championship Season Mode* on p. 25.

DRIVER INFO

Check out statistics and background information on all 24 NASCAR drivers featured in the game.

GAME OPTIONS

Configure the general environment for your next race. You can adjust sound, music, controller options, and more. ➤*Game Options* on p. 8.

NASCAR OPTIONS

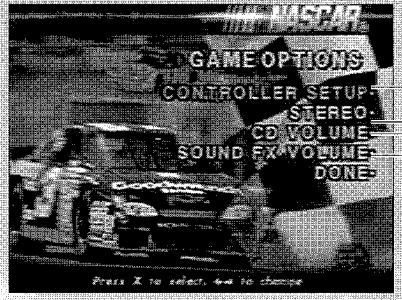
Configure specific race-related features including race length, car damage, and yellow flag options. ➤*NASCAR Options* on p. 10.

CREDITS

View a list of the folks on the EA SPORTS pit crew who turn the bolts and make the games.

GAME OPTIONS

From the Game Options menu, you can select an alternative controller setup and adjust three different audio options.



▷ **NOTE:** Default options appear in bold in this manual.

CONTROLLER SETUP

NASCAR 98 features multiple controller configurations. If you want to try a different setup, go to the Controller Setup screen and choose another.

ANALOG CONTROLLERS

Analog controllers deliver a more realistic driving experience than their digital counterparts because they allow for gradual control, rather than simple on/off functions. *NASCAR 98* recognizes a number of popular analog controllers.

To calibrate an analog controller:

1. Insert the game controller(s) and turn on the PlayStation game console.
2. Go to the Controller Setup screen and scroll the controller options until your device appears on the screen.
   - If your controller has an Analog/Digital switch, it must be set to Analog to appear on the screen.
   - If your controller does not appear, choose the most similar option.
3. Press **START** to select the configuration you want. The Calibration screen appears.
4. Follow the instructions on the Calibration screen, then press **START** to accept.

STEREO/MONO

Set *NASCAR 98* music and sound effects to MONO or **STEREO**. To hear stereo sound, your TV must be equipped for stereo.

CD VOLUME

Use the D-Button to set the CD Music/CD Announcer sound level.

SOUND FX VOLUME

Use the D-Button to set the in-game sound effects level.

DONE

Return to the previous screen.

NASCAR OPTIONS

NASCAR options affect the authenticity level and complexity of the race. By adjusting these options, you can customize *NASCAR 98* to your style of play.



TO CYCLE MENU ITEMS, D-BUTTON ↔

TO ACCESS PHYSICS/AI SETTINGS, PRESS ✖

RACE LENGTH

Set the length of your next race. Race length appears as the percentage of a regulation event. (e.g., 100% is the distance driven on that circuit in an actual NASCAR race.) Check the track overlay for lap equivalents.

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 continue racing if they flip or lose a tire.

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

YELLOW FLAG

When Damage is set to ON, the Yellow Flag option becomes available.

YELLOW FLAG ON — If a car stalls or gets knocked out of a race, the yellow flag appears. While the yellow flag is out, your car enters auto-pilot mode and the field runs under caution. When the course is clear, the green flag appears and you resume control of your car.

YELLOW FLAG **OFF** — If a car breaks down, the race continues uninterrupted while the track is cleared.

BREAKDOWN

Set Breakdown ON or **OFF**. With Breakdown ON, pushing a car beyond its limits may result in a blown engine.

BEST LINE

Set Best Line **ON** or OFF. When you set Best Line ON, the oil drippings and rubber laid down by previous cars marks the best racing line around the track.

TIME DISPLAY

Set Time Display **ON** or OFF. Time Display presents current split times and time differentials.

SPLIT TIME — Tracks are divided into four equal quadrants, or traps. When you complete a trap, *NASCAR 98* records the elapsed time. After the first completed lap, Time Display compares your current trap time to your best time through the same trap, and displays the difference.

TIME DIFFERENTIAL — The time differential pop-up appears each time you pass the Start/Finish line. Time differential displays the name of the driver behind you and his time deficit and the driver ahead of you along with his advantage.

PHYSICS/AI SETTINGS

Set your car's performance relative to the other cars on the track.

ARCADE — You have the clear advantage.

SIMULATION — Every car's performance level is identical.

CUSTOM — You can change any option to make the game easier or more difficult to beat.

DONE

Exit the NASCAR Options menu and return to the previous screen.

SINGLE RACE MODE

It's not part of the NASCAR Cup Series, but it's a lot more than just a race. You can log practice laps, qualify for grid position, and work on your car setup—all before the race starts!

- When you choose SINGLE RACE from the Main menu, the Race Setup menu appears.

RACE SETUP MENU

At the Race Setup menu, you choose the most basic features of your next race: how many players, which track you want to travel to, and which car you're going to drive when you get there.

ONE PLAYER/TWO PLAYERS

Choose the number of players. In a **ONE PLAYER** race, one player faces 23 drivers on a full screen. If you have two controllers plugged in, you can select TWO PLAYERS and race on a split screen against six computer-controlled cars.

SELECT CAR

Select from 24 of the top NASCAR cars. Each driver races his signature ride, so when you choose a car, you assume the identity of that car's driver.

SELECT TRACK

NASCAR 98 features 17 tracks from which to choose including 8 fast ovals and 9 winding road courses.

NASCAR OPTIONS
➤*NASCAR Options* on p. 10.

SPEED COMP (TWO PLAYER ONLY)
Helps trailing cars catch the leader when **ON**.

COMPUTER CARS (TWO PLAYER ONLY)
Toggle 6 computer opponents **ON**/OFF.

DONE
Accept the Race Setup. The Single Race Weekend menu appears.

SINGLE RACE WEEKEND MENU
Before the race, you can modify your car setup, run practice laps, qualify for starting grid position, and set options. When you're ready, you can start the race; when it's over, you can view track records.

RACE SETUP
Return to the Race Setup menu.

CAR SETUP
Adjust your car settings for optimum performance on the selected track. You can access the Car Setup menu before practicing and return to it at any time prior to the race. ➤*Car Setup Menu* on p. 23.

PRACTICE
Drive an unlimited number of solo laps (well, up to 1,000) around the selected track. You can get a feel for the track, experiment with different setups, and work on pit strategies.

- When you choose PRACTICE, a track diagram appears.
  - To advance to the track, press **START** when the indicator appears.
    ➤*Driving Controls* on p. 16.

QUALIFY
Take one solo trip around the track to record your lap time. Your time is compared to the other drivers' times to determine your position in the starting grid.

- When you choose QUALIFY, your opponents' best lap times appear.
  - To get down to the track, press **START** when the indicator appears.
    ➤*Driving Controls* on p. 16.
- After you qualify, the Qualifying Results appear, followed by the Car Setup menu.
  ➤*Car Setup Menu* on p. 23.
  - To begin the race, select DONE.

RACE
Take to the track to find out how you match up against professional NASCAR drivers in their trademark machines. If you chose not to qualify, you start in the last position in the starting grid.

- When you choose RACE, the starting grid scrolls, row by row. The driver with the pole position appears on the left side of the first row.
  - To get down to the track, press **START** when the indicator appears.
    ➤*Driving Controls* on p. 16.
- After your race, the Race Results appear, followed by the Single Race Weekend menu.

GAME OPTIONS

➤*Game Options* on p. 8.

VIEW RECORDS

Following a race, you can view records set on each track. *NASCAR 98* tallies the win/loss record and best lap time for each driver.

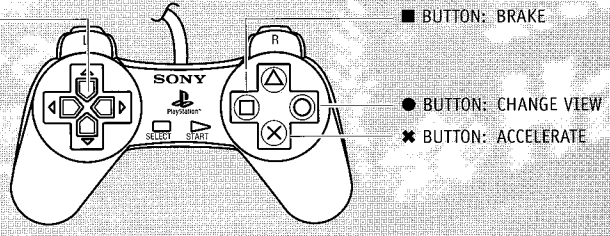
TO MAIN MENU

Return to the Main menu.

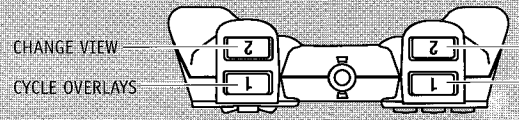
DRIVING CONTROLS

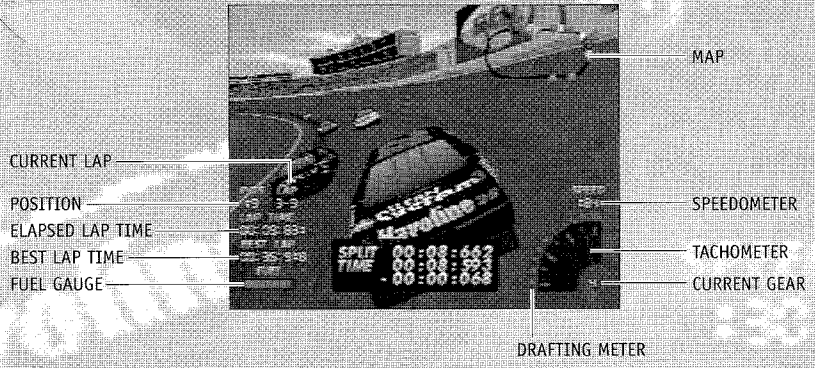
Driving controls are consistent throughout all *NASCAR 98* game modes.

▷ **NOTE:** While you can choose from four controller configurations, only the defaults are described in the following section.



▷ **EA TIP:** D-Button ↔ is equivalent to a quarter turn of a steering wheel. Use the diagonals for more precision (e.g., D-Button ↖↗ for easier turning; D-Button ↙↘ for harder turning).





DRAFTING

In auto racing, drafting is driving as close as possible to the car in front of you, so the lead car cuts through the air and you follow in its wake. While drafting, you conserve fuel and power because you can afford to ease off the accelerator a bit. When you're ready to pass the lead car, pull out and hit the gas—you'll slingshot right past!

- When you catch a car's draft the draft meter lights up, increasing as the draft increases.

MAP & REAR VIEW OVERLAYS

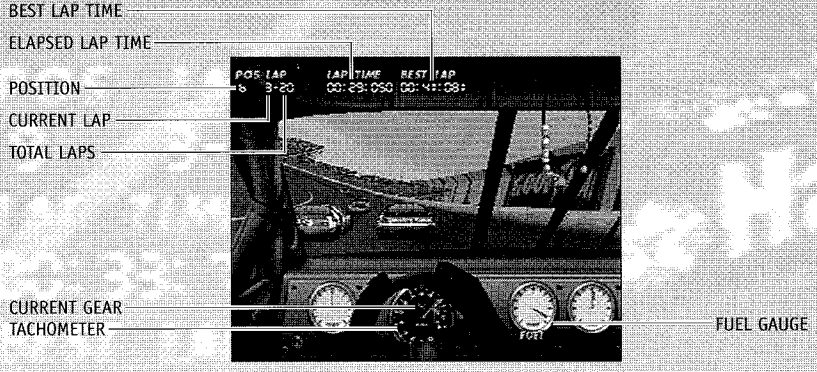
When you're on the circuit, a map overlay appears in the upper-right corner of the screen. You can replace the track map with a rear view mirror or turn it off altogether.

- To cycle overlay options, press **L1**.

DRIVING VIEWS

NASCAR 98 features multiple driving views including an In-the-Car camera with accurate dashboard gauges. During a race, you can cycle views on the fly.

- To change your driving view, press ● or **L2**.



IN-THE-CAR CAMERA

PIT STOP CONTROLS

Once you enter the pit, 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 changes all four tires.

You have several seconds to decide which pit services you want, as your car automatically observes the pit lane speed limit and steers into its pit stall.

▷ ***EA* TIP:** Once your car comes to a stop, you can make no further changes.

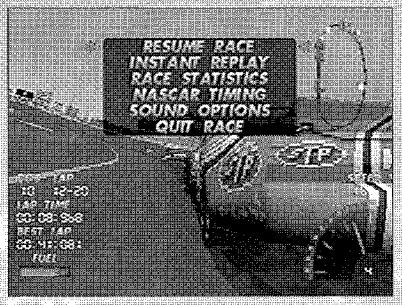
Use the Pit menu to adjust your pit services:

- To toggle the fuel or tire service **ON**/OFF, move the red arrows ↕ to the appropriate service, then D-Button ↔. When a service is highlighted, it's ON.
- To adjust wedge or rear spoiler downforce, move the red arrows to it, then D-Button ↔.
- For a "Splash and Go" pit, turn off all services except Fuel. Keep an eye on your fuel gauge. When you think you've taken enough, hit the accelerator and go.

THE PAUSE MENU

The Pause menu appears when you pause a race. At the Pause menu, you can view an instant replay, check race statistics, get a detailed breakdown of your performance, adjust sound options, or quit the race.

- To pause a race, press **START**.



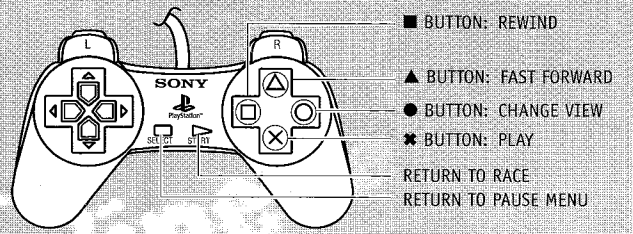
TO SELECT A PAUSE MENU ITEM,
MOVE THE RED ARROWS TO THE ITEM, THEN PRESS ✖

RESUME RACE

Exit the Pause menu and return to the track.

INSTANT REPLAY

True to its TV-style presentation, *NASCAR 98* lets you view instant replays from multiple camera angles.



RACE STATISTICS

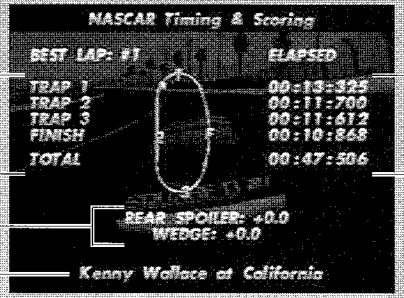
During a race you can access Race Statistics to check each driver's position, current lap, and time (or number of laps) behind the leader.

- Press ✖ to exit this screen.

NASCAR TIMING

NASCAR Timing displays a diagram of the current track along with extensive information on the race in progress.

- Press ✖ to exit this screen.



- To cycle forward/back through the best three laps, press ●/■.
- To cycle Elapsed Time, Speed, and Accumulated Time, press ▲.

SOUND OPTIONS

Turn sound effects and music **ON**/OFF, adjust the volume, and set the sound to MONO or **STEREO**.

QUIT

Quit the race. When you select QUIT, a message appears prompting you to confirm your decision.

- To quit the race, select YES.
- In Single Race mode, the Race Results Screen appears, followed by the Race Setup menu.
- In Championship Season mode, *NASCAR 98* distributes championship points to the drivers, and the Season menu appears.

CAR SETUP MENU

Driving around the track is the easy part; most races are won or lost in the garage. Finding the optimum car setup takes experience and patience. As crew chief, you'll develop a real understanding of car physics and aerodynamics as you keep getting your car a little bit better.



AUTO/MANUAL TRANS

Set your car to **AUTO** (automatic) or MANUAL transmission. If your car has a manual transmission, you are responsible for shifting gears.

MPH/KM/H

Measure speed in **MPH** (miles per hour) or KM/H (kilometers per hour).

TIRES
Set the amount of air pressure in your tires. More air pressure increases handling but tires wear out quickly. Less pressure increases the distance between pit stops because your tires last longer.

REAR SPOILER
Adjust the amount of downforce on your car's back end. Less downforce increases top speed and gas mileage, but loosens up the rear end. More downforce increases handling by decreasing tire slide, but top speed is sacrificed.

WEDGE
The wedge controls the car's suspension through weight distribution. Less wedge reduces weight off the outside rear tire, making the suspension feel "loose" through the turns. More wedge increases the weight, tightening the handling and giving the car more "push."

RUNNING LOOSE	When a car is running loose, it oversteers. In other words, the back end wants to come around as you try to turn, as if you were driving on ice.
PUSHING	A pushing car runs tight. When you try to turn the car, instead of following the racing line to the inside of the track, the car wants to head for the wall.

GEAR RATIOS
Low end acceleration lets your car move quickly through the gears, thereby increasing acceleration out of corners and slow spots. High end gear ratios are beneficial on tracks with little or no slowdown because your car doesn't require downshifting into the lower gears.

CHAMPIONSHIP SEASON MODE
Take on the world's best stock car drivers in the NASCAR Cup Series. After each event, *NASCAR 98* awards points determined by final positions. Points are tallied throughout the season, and the driver with the highest total at the end of the 17-race schedule wins the NASCAR Cup championship.

- When you choose CHAMPIONSHIP SEASON from the Main menu, the Season menu appears.
  - To start a season, choose NEW SEASON. The Season Setup menu appears.

SEASON SETUP MENU
SELECT CAR
Choose the car and driver you want.

DONE
Accept the Season Setup. The NASCAR Options menu appears. ➤*NASCAR Options* on p. 10.

□ When you've set your NASCAR options, select DONE. Veteran racing analyst Bob Jenkins presents his expert track report along with a track diagram. The Race Weekend follows.

RACE WEEKEND MENU

The options that appear on the Race Weekend menu are identical to those on the Single Race Weekend menu. ➤*Single Race Weekend Menu* on p. 14.

SEASON MENU

At the Season menu, you can begin a new season, view season information and stats, and move on to the next race in an existing season.

NEW SEASON

Sign up for a new NASCAR Cup Series.

LOAD SEASON

▷ **NOTE:** Never insert or remove a memory card when loading or saving files.

Load a saved season in progress. When you choose LOAD SEASON, the Load Season overlay appears with a list of all the games currently saved to your memory card.

○ To load a season, highlight it in the list, then press ✖ twice to accept and return to the Season menu with your next race ready to go.

SAVE SEASON

Save your season progress up to the last completed race. When you choose SAVE SEASON, the Save Season overlay appears with your season labeled by the next scheduled track.

To enter a custom season name:

1. Press ✖ to access the cursor.
2. D-Button ↔ to move the cursor.
3. D-Button ↕ to cycle characters.
   ○ To clear a name, press ●.
4. Press ✖ twice to accept the name and return to the Season menu.
   ○ To cancel, press ■.

▷ **NOTE:** You can save up to 15 seasons in one memory block per memory card. If your memory card is full, a message appears indicating this. You must exit *NASCAR 98* and free one memory block or save over an existing season.

To save over an existing season:

1. D-Button ↕ to select a season to overwrite.
2. Follow the steps for entering a custom season name.

VIEW SEASON INFO

Review the season schedule. As you progress through the series, *NASCAR 98* records the statistical data for each track.