

# CAN YOU BEAT ME?

STEP UP TO GOLF'S ULTIMATE CHALLENGE



### DOMINATE THE WORLD



### MORE PGA TOUR PROS



### GET YOUR GAME FACE ON

#### PRO SHOP

ATTRIBUTES	GAME FACE	IN THE GAME
SKIN TONE	Appearance	Realistic
FACE	Orange	Realistic
HAIR STYLE	Afro	Realistic
HAIR LENGTH	75%	Realistic
SHOULDERBROWS	Long	Realistic
EYEBROWS	Average	Realistic
HAIR	Dark Brown	Realistic
EYE	Light Gray	Realistic
BEARD	Golden W/Side	Realistic
MUSTACHE	None	Realistic
FACIAL HAIR	Brown	Realistic
TEETH	Straight	Realistic

Randomize All

### FEATURES

- ALL-NEW EA SPORTS™ GAME FACE**  
Create and personalize your golfer like never before and adjust tons of attributes such as body, hairstyles, clothing, celebrations, and more.
- YOUR INVITATION TO PLAY**  
Synch up with your console's internal clock to play real-time events year round.
- NEW GAME MODES AND GOLFERS**  
Hit the links with five new PGA TOUR Pros and eight new game modes including World Tour and Career modes.
- EA SPORTS™ BIOD**  
Unlock special rewards in *Tiger Woods PGA TOUR 2004* by playing multiple titles including *Madden NFL 2004*, *NBA LIVE 2004*, and more.
- TAKE ON 20 DIFFERENT COURSES**  
Seven all-new highly detailed courses, including the challenging Bethpage Black.

tigerwoods2004.com



TIGER WOODS

Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.  
 © 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. The mark TIGER WOODS and the TW Logo are trademarks of ETW Corp. The name, likeness and other attributes of Tiger Woods reproduced on this product are trademarks, registered design and/or other forms of intellectual property that are the exclusive property of ETW Corp. or Tiger Woods and may not be used, in whole or in part, without their written consent. PGA TOUR, PGA TOUR and Swinging Gopher design, TPC and Swinging Gopher design, TOURNAAMENT PLAYERS CLUB, TPC at Sawgrass and TPC of Scottsdale are trademarks of PGA TOUR, Inc. and used by permission. Pebble Beach, Pebble Beach Golf Links, The Links at Cypress, the Heritage, ego, Sawgrass Hill Golf Course, their distinctive images, and individual golf hole designs are trademarks, service marks, and trade dress of Pebble Beach Company. Used under license by Electronic Arts. Bethpage Black and Bethpage State Park Big K Course are trademarks of the New York State Office of Parks, Recreation and Historic Preservation. © 2003 Pinehurst. All rights reserved. Recreation and Historic Preservation. All rights reserved. Pinehurst Golf Course No. 2 is a trademark of Pinehurst. © 2003 Pinehurst. All rights reserved. Electronic Arts Inc. is the official licensee of St. Andrews Links for Tiger Woods PGA TOUR 2004. A portion of the proceeds from the sale of this product are contributed towards the preservation and maintenance of the historic golf courses at St. Andrews Links including the Old Course. TaylorMade, the TaylorMade logo, adidas and the adidas logo are registered trademarks of TaylorMade Golf Company, Inc. aka TaylorMade/adidas Golf Company and the adidas/Salomon logo, respectively, used with permission. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. Made in USA, printed in U.S.A. Microsoft, Xbox and the Xbox Logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries. 1484805



# NASCAR THUNDER 2004





## ABOUT 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 sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing 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.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

## AVOID DAMAGE TO YOUR TELEVISION

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

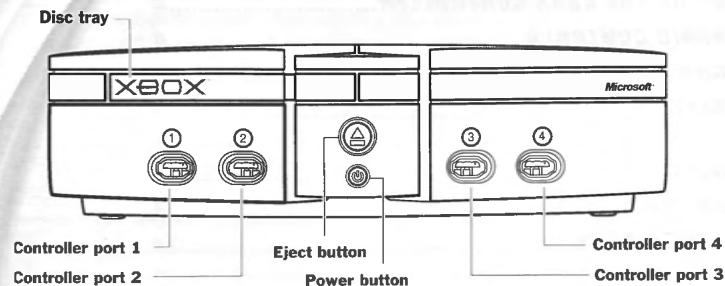
Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

# CONTENTS

<b>USING THE XBOX VIDEO GAME SYSTEM .....</b>	<b>2</b>
<b>USING THE XBOX CONTROLLER.....</b>	<b>3</b>
<b>BASIC CONTROLS.....</b>	<b>4</b>
<b>COMPLETE CONTROLS .....</b>	<b>5</b>
<b>SETTING UP THE GAME.....</b>	<b>6</b>
MAIN MENU.....	6
<b>RACE NOW .....</b>	<b>7</b>
<b>ON THE TRACK .....</b>	<b>9</b>
<b>RACE MODES .....</b>	<b>12</b>
SPEEDZONE.....	12
LIGHTNING CHALLENGE.....	12
THUNDER LICENSE.....	13
SEASON.....	14
CAREER.....	15
<b>FEATURES .....</b>	<b>20</b>
<b>MY NASCAR® .....</b>	<b>21</b>
EA SPORTS™ BIO.....	21
TROPHY ROOM .....	23
THUNDER PLATES.....	23
BEST LAPS .....	23
GAMEPLAY SETTINGS .....	24
SYSTEM SETTINGS.....	26
PROFILES .....	26
<b>SAVING AND LOADING.....</b>	<b>27</b>
<b>CREDITS .....</b>	<b>28</b>
<b>LIMITED 90-DAY WARRANTY.....</b>	<b>30</b>

## USING THE XBOX VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *NASCAR Thunder™ 2004* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *NASCAR Thunder 2004*.

### AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

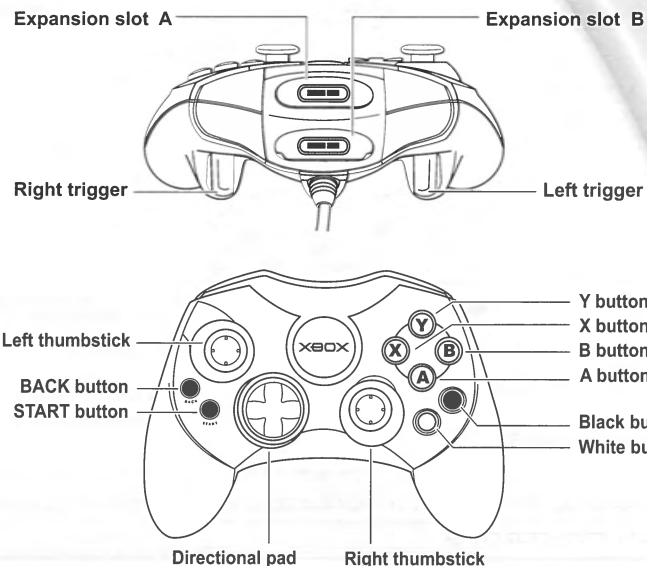
#### TO AVOID DAMAGE TO DISCS OR THE DISC DRIVE:

- ❖ Insert only Xbox-compatible discs into the disc drive.
- ❖ Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- ❖ Do not leave a disc in the Xbox console for extended periods when not in use.
- ❖ Do not move the Xbox console while the power is on and a disc is inserted.
- ❖ Do not apply labels, stickers, or other foreign objects to discs.

## USING THE XBOX CONTROLLER

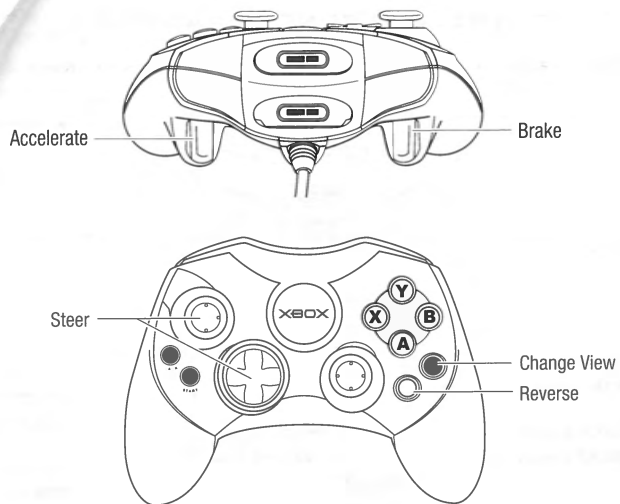


### XBOX CONTROLLER CONFIGURATIONS



1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, insert additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NASCAR Thunder 2004*.

## BASIC CONTROLS



## MENU CONTROLS

Highlight menu item	or
Change highlighted item	or  →
Select/Go to next screen	or
Return to previous screen	or
Help	

❖ For a more detailed list of commands, > Complete Controls on p. 5.

## COMPLETE CONTROLS



### COMPLETE RACING CONTROLS

Steer	or
Accelerate	
Brake/Repair	
Reverse (when already stopped)	
Change view	
Share draft	
Toggle Track map/Damage meter	(click)
Toggle rear view mirror ON/OFF	
Toggle HUD Display	
Shift up/down (manual transmission only)	/
Pause game	

For more info about this and other titles, visit EA SPORTS on the web at [www.easports.com](http://www.easports.com).

**NOTE:** NASCAR Thunder 2004 autoloads game data from the Memory Unit (MU) or hard disk that contains a NASCAR Thunder 2004 game data file.

## SETTING UP THE GAME

To take the checkered flag from the top drivers in NASCAR®, you must get the most out of your car.

**NOTE:** Default options are listed in **bold** in this manual.

## MAIN MENU

Begin your *NASCAR Thunder 2004* experience here, where you can change your settings, launch a Season or a Career, or head straight to the track in Race Now mode.



Check out other great games from EA SPORTS, view credits, find your local MRN affiliate, or view videos

## RACE NOW

Go to the track for one race against a field of the finest NASCAR drivers.

### TO RACE NOW:

1. From the Main menu, choose RACE NOW. The Race Now Settings screen appears.
2. In the Race Now Settings screen, you can set parameters for your upcoming race.  
To change a setting, press the **↑** or **↓** or move the **↑** or **↓** to highlight the setting. Then, press the **←** or **→** or move the **←** or **→** to change it.

### PLAYERS

Choose 1–4 players to compete in the race. You must have a controller plugged in for each player.

### DIFFICULTY

Choose an overall Difficulty level: **EASY**, **MEDIUM**, **HARD**, **EXTREME**, or **CUSTOM**. Difficulty changes the settings for Driving Aids, AI Difficulty, Damage, and Unlimited Tires and Fuel.

### RACE LENGTH

Set the length of the race to **3**, **5**, **10**, **25**, **50**, or **100%** of the actual length of the race.

- ❖ For more information on these settings, > *Gameplay Settings* on p. 24.
- ➔ To continue, press **A**.
- 3. The Select Driver screen appears. Press the **↑** or **↓** or move the **↑** or **↓** to review drivers, and press **A** to select a driver.
  - ➔ To toggle sets of available drivers, pull **L** or **R**.
  - ➔ To toggle between the different paint schemes available for the selected driver, press the **←** or **→** or move the **←** or **→**.
  - ➔ To view a driver's information, press **O**.
- 4. The Select Track screen appears. Press the **↑** or **↓** or move the **↑** or **↓** to review tracks, and press **A** to select a track.
  - ➔ Press **O** to view Track Info.
  - ➔ To change the race, press the **←** or **→** or move the **←** or **→**.
- 5. The Race Weekend menu appears.



## RACE WEEKEND MENU

Navigate your NASCAR weekend events, or head to the garage to change your car setup.

➔ To begin a driving session, press the **PS** or move the **DPAD** to highlight it, and press **A** to begin.

### PRACTICE

Take a few practice laps to get the feel of the track and your car setup on it.

### QUALIFY

To start near or at the front of the pack, you must record a fast qualifying time. If you don't qualify before a race, you are placed at the back of the field, except in Race Now mode, where you start in the middle.

### HAPPY HOUR

Last chance to experiment with your settings on the track.

### RACE

Go to the track and start the race.

### CAR SETUP

Tweak your car for the current track.

### GAMEPLAY SETTINGS

Review your current gameplay settings. (> *Gameplay Settings* on p. 24).

### SYSTEM SETTINGS

Adjust your audio and music settings (> *System Settings* on p. 26).

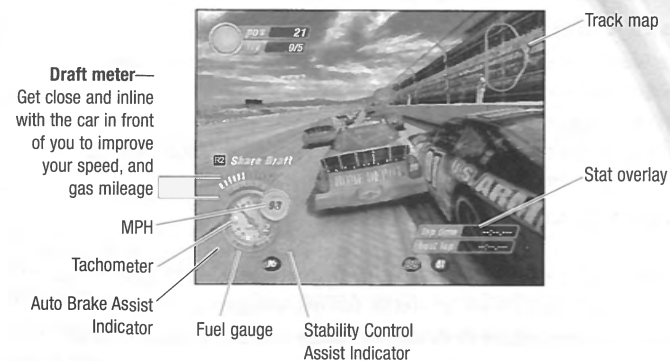
### QUIT

Quit the race and return to the Main menu.

## ON THE TRACK

Read up on these subjects to learn how to maneuver on the track.

### RACE SCREEN



### FLAGS

#### GREEN

When the green flag drops, the race is on.

#### YELLOW

The yellow flag signals an unsafe condition on the track. When it appears, you can race back to the start/finish line where you must slow and hold your position in the pack.

**NOTE:** After you cross the line under a yellow flag, all the cars are computer-controlled until the green flag appears.

#### WHITE

The white flag indicates that the lead driver has started the final lap of the race.

#### CHECKERED

The checkered flag indicates that the lead driver has crossed the finish line and won the race.



## PIT STOPS

Your crew chief notifies you when you need to refuel, change tires, or repair damage.

- ❖ If you exceed the pit entry speed of 70 mph, a five-second penalty is added to your pit stop time.

### TO MAKE A SUCCESSFUL PIT STOP:

1. Decide which services you want before entering the pits. When you enter pit road, the computer takes control of your car. The Pit Options menu appears.
2. Select your choices before your car comes to a stop.
3. When the pit stop is complete, your car pulls out of its stall. As you exit pit road, you resume control of the car.

## GRUDGES AND ALLIANCES

During a race, your performance on the track can affect who's gunning for you in the next one. Helping other drivers to move up in the field or sharing drafts increases their opinion of you. Likewise, putting a driver in the wall or out of the race has consequences.

- ❖ Grudges and Alliances ratings are tracked over multiple races only in Season or Career modes.

## SHARING YOUR DRAFT

It can be mutually beneficial to two drivers to share a draft. You can draft off another car or let another draft off of you, which can increase the other driver's respect for you.

A green Draft meter indicates you're sharing a draft  
Draft meter shows the strength of your draft



Damage Meter

- ➔ Press **A** to disengage the draft with this driver

### TO SHARE A DRAFT:

1. Pull up close to an AI driver in front of you.
2. To share a draft, press **A**.
3. Continue driving close behind the other driver to keep the draft going. As you continue to draft off of the other driver, his Grudges & Alliances rating of you increases.
4. To disengage a draft, press **A**.

**NOTE:** If you lose the draft, your Grudges & Alliances rating with the other driver decreases until you disengage the draft. If the shared draft times out, you suffer an additional penalty to your rating.

## PAUSE MENU

- ➔ To bring up the Pause menu during a race, press **⏸**.

### RESTART SESSION/RACE

Restart the current session or race.

### RETURN TO PIT

Return to the pits during Practice or Happy Hour.

### PIT OPTIONS

Configure settings for your next pit stop.

### CAR SETUP

Adjust your car setup.

- ❖ Car Setup can only be accessed during Practice or Happy Hour.

### RACE STATS

View stats from the current race by driver.

### GAMEPLAY SETTINGS

Adjust your gameplay settings (> *Gameplay Settings* on p. 24).

### SYSTEM SETTINGS

Adjust system settings (> *System Settings* on p. 26).

### QUIT SESSION/RACE

Abort the race or session and return to the Race Weekend menu.

## POST-RACE

The Race Stats screen displays the finishing position and time/laps behind the leader for each driver.

- ➔ After winning a race, press **⏸** before the Unofficial Results screen disappears. Spin donuts, burnouts, fishtails, or whatever revs your engine.
- ➔ To exit Celebration mode, press **⏸** again.
- ➔ To exit Victory Lane, press **A**.

## RACE MODES

Pursue the Lightning Challenges and earn your Thunder Plates. Take some lessons and work on your Thunder License. After you master the challenges of SpeedZone, race for the Cup in Season mode, or work your way up the all-time ranks in Career mode.

### SPEEDZONE

On the SpeedZone tracks, you can hone your skills in four critical areas: Drafting, Passing, Time Trials, and Blocking.

#### TO BEGIN A SPEEDZONE CHALLENGE:

1. From the Race Modes menu, select SPEEDZONE. Then, press **A**.
2. To select a SpeedZone challenge, press the **⬆** and press **A**.
3. To select the difficulty of the challenge, press the **⬆** and press **A**.

### LIGHTNING CHALLENGE

Prove you belong on the track in Lightning Challenge. If you can complete the challenges, you earn Thunder Plates to unlock cars, tracks, Create-A-Car Sponsors, and more.

#### TO BEGIN A LIGHTNING CHALLENGE:

1. From the Race Modes menu, choose LIGHTNING CHALLENGE and press **A**.
2. Press the **⬆** to highlight a challenge. Press **A** to watch video of the NASCAR driver featured in this scenario.
3. When the video is done, the challenge begins.  
➡ To skip the video, press the **A** button.



## THUNDER LICENSE

Gain experience behind the wheel by taking a tour of all NASCAR Winston Cup Series tracks with "The King," Richard Petty, and other top NASCAR drivers.

- ❖ At Rookie level in Thunder License, all assists are ON. At Veteran, only Stability Control is ON. At Legend, all assists are OFF.

#### TO BEGIN A THUNDER LICENSE RACE:

1. From the Race Modes menu, choose THUNDER LICENSE. The track select map appears.
2. Press the **⬆** or move the **⬅** to highlight a track. Then, press **A**.
3. The track information/driver coach select screen appears. Press the **⬆** to choose a coach. Press **A** to advance to the pre-race info screen.
4. Press **⬆** to go to the track.
5. Watch your gauges and listen to your coach for instructions.

### POST-RACE

After you've run your laps, watch the License Replay to review your performance. The Thunder License Results screen then appears.





## SEASON

You don't have to win every race to finish the season on top. Place well in a series of NASCAR Championship races, and you might end the season clutching the NASCAR Winston Cup.

### TO START A NEW SEASON:

1. From the Race Modes menu, choose SEASON. The Season menu appears.
2. Choose NEW and press **A**. The Season Settings menu appears.

\* To load a previously saved Season, select LOAD at the Season menu. For more information, > *Saving and Loading* on p. 27.

## SEASON SETTINGS MENU

### PLAYERS

Choose 1–4 players to compete in your Season.

### SCHEDULE

Choose a 12-, 24-, 36-race season, or build a CUSTOM season.

### AI DIFFICULTY

Choose a level of competition from **ROOKIE**, **VETERAN**, or **LEGEND**. The difficulty increases with each level.

### RACE LENGTH

Set the length of the races to 3, 5, 10, 25, 50, or 100% of the actual length of the races.

### UNLIMITED FUEL/TIRES

When set to **ON**, tires don't wear and you never need to refuel.

### DAMAGE REPAIR

When **NORMAL**, your car can sustain damage that may affect your performance. **QUICK REPAIR** damage allows you to repair your car on the track by pulling **L**. **VISUAL ONLY** means that damage does not affect car performance.

### YELLOW FLAGS

When **ON**, yellow flags appear in the race due to a hazard on the track. During a yellow flag, cars are AI-controlled after they cross the line.

### MULTIPLAYER SPEED COMP

When **ON**, trailing player cars receive a speed boost to make the race more competitive.

### MULTIPLAYER AI CARS

When racing in a multiplayer race, you can choose to have additional AI cars (**ON**) or just race against the other players (**OFF**).

## NASCAR® POINTS SYSTEM

The chart below indicates the points awarded for the top 24 spots in a NASCAR event.

POSITION	POINTS	POSITION	POINTS	POSITION	POINTS
1	175	9	138	17	112
2	170	10	134	18	109
3	165	11	130	19	106
4	160	12	127	20	103
5	155	13	124	21	100
6	150	14	121	22	97
7	146	15	118	23	94
8	142	16	115	24	91

❖ Drivers who finish below 24th place receive three points less for each position (e.g., 25th place receives 88 points; 27th place receives 82).

## BONUS POINTS

Each driver who leads the race for at least one lap receives five bonus points.

❖ The driver who leads for the most laps in a race receives five additional points.

## CAREER

Sign up the best crew, acquire the top sponsors, and incorporate the latest racing technology to build your NASCAR dynasty over 20 seasons.

### TO BEGIN A NEW CAREER:

1. From the Race Modes menu, choose CAREER. The Career menu appears.

2. Select NEW and press **A**.

➡ To load a previously saved Career, choose LOAD at the Career menu. For more information, > *Saving and Loading* on p. 27.

3. The Career Settings screen appears. Adjust your Career settings and then press **▶**. The Career Startup menu appears.



## CAREER STARTUP SCREEN



Grab some sponsors

Build a car to take you through your NASCAR career

Get yourself a team of solid builders and crew

Use this option to sign your sponsors quickly

## CREATING A CAR AND DRIVER

1. From the Career Startup menu choose CREATE-A-CAR and press **A**. The Create-A-Car menu appears.
  2. To create a new car, highlight NEW and then press **A**.
  3. Select a car design and press **A** to continue.
  4. The Driver/Car/Colors pop-up appears. Choose DRIVER. The Driver menu appears.
  5. Enter your driver information. To return to the Driver/Car/Colors menu, press **B**.
  6. Select CAR. Enter the name, and adjust your car options. To return to the Driver/Car/Colors menu, press the **B** button.
  7. Select COLORS. Choose the color of your car. To return to the Driver/Car/Colors menu, press **B**.
- ➔ When highlighting a color from the color picker, press **Y** to preview the car.
8. To return to the Career Startup menu, press **B**. If you wish to save your changes, choose YES and press **A**.

## SIGNING SPONSORS

Top sponsors pay a lot for performance, and expect a lot out of you. Top finishes add prestige for your sponsors, who will then expect a top finish in your next race.

If you fail to meet sponsors' expectations, you won't receive any money from them that race.

❖ Choose the right sponsors for your skill level. If you can't meet their expectations, you might lose them.

1. From the Career Setup menu choose SIGN SPONSORS and press **A**.
- ➔ To let the game sign your sponsors for you, select the QUICK SIGN option.
2. The Sponsorship menu appears. Select your Primary, Secondary, Associate, Team, and Driver sponsors.
  3. When you've finished signing all of your sponsors and have looked over their expectations/requirements, press **B** to return to the Career Startup menu.

## SIGNING YOUR TEAM

Crew members with high ratings expect you to perform at a high level. A crew member must have a happiness rating over 75 to perform at his advertised skill level. If a crew member's happiness rating drops below 50, he might quit.

1. From the Career Setup menu choose SIGN TEAM and press **A**. The Team screen appears.
2. Review the openings you need to fill on your team. Press **A** to look for a candidate for the highlighted position.
  - ❖ Candidates with higher skill, speed, and potential cost more to sign. Remember to save money for R&D and repairs.
3. Press the **+** or move the **↓** to select a position to fill, and press **A**. A list of candidates appears.
4. Press the **+** or move the **↓** to view the candidates available. Press **A** when you have highlighted the one to sign.
  - ➔ As your race team improves, better candidates become available.
5. Repeat these steps until you have signed all of your open positions.

## RACE WEEKEND

- ❖ If you choose to race the event, you can adjust the setup of your car, practice, or qualify for a starting position.
- ❖ After the race, the Post Race screen appears. Review your performance and your finances.

Go to the Race Weekend menu (➤ Race Weekend Menu on p. 8)

Manage your sponsorships, manage your team, go to your garage, or oversee your R&D projects (➤ Team Management on p. 18)



View the race schedule, look at the standings, view driver stats, view drivers' respect, or see award winners

Change your paint scheme

Adjust your settings (➤ My NASCAR on p. 21)

Save your Career to a MU or hard disk (➤ Saving and Loading on p. 27)

## TEAM MANAGEMENT

Manage your sponsors, team, garage, and R&D efforts to get the most out of your career.

**NOTE:** Some of the more involved Team Management functions are described below.

### SPONSORSHIP

Sponsors provide the funds to pay your crew, perform R&D, and write your personal paycheck.

➤ From the Team Management menu select SPONSORSHIP. The Sponsorship menu appears.  
For more information, > *Signing Sponsors* on p. 16.

### TEAM

Review your team members, their contracts, and their overall happiness. If team members are under-performing, you have the power to fire them.

➤ From the Team Management menu, choose TEAM. The Team menu appears. For more information, > *Signing Your Team* on p. 17.

❖ To get the most out of R&D, hire the best Builders you can afford.

### GARAGE

Review the status of each Engine, Chassis, or Body, and then decide if you want to repair, overhaul, or sell individual components.

**NOTE:** Before advancing to the next race, you must build a race car by selecting a Chassis, Engine, and Body.

#### TO REPAIR, OVERHAUL, OR SELL A CAR COMPONENT:

1. In the Garage menu, press the **⬅** to select the type of car item to work on.
  2. To select the component to repair, overhaul, or sell, press the **⬇**. Then press **A**.
  3. Highlight REPAIR or OVERHAUL and press **A**.
    - ❖ Overhauling an engine increases its power, efficiency, and durability ratings.
    - ❖ Overhauling a chassis increases its tire grip, tire wear, and durability ratings.
    - ❖ Overhauling a body increases downforce, drafting, and durability.
- To sell the item, highlight SELL, and press **A**. When you confirm the sale, the component is sold for the amount of cash displayed.
4. If you're repairing or overhauling the part, its condition is displayed. The current ratings for the part are listed, followed by the projected ratings for it upon completion of the project.

## SHOP ADDITIONS

In the Shop Additions screen, you can purchase new tools and equipment to improve the quality and speed of your workshop.

#### TO PURCHASE A SHOP ADDITION:

1. In the Garage menu, press the **⬅** to select the category of your desired Shop Addition, and press **A**. The list of available Additions is displayed.
2. To select the Addition to purchase, press the **⬇**. Then press **A**.
3. Then, press the **⬅** to select the level of investment in your Shop Addition. Press **A**.
  - ❖ Investing more in the Shop Addition project means that the project is completed sooner.

### REFERENCE

Be sure to review the Reference library of tips to manage your garage effectively.

## SAVING A CAREER

#### TO SAVE A CAREER IN PROGRESS:

1. From the Career Mode menu, press **⬇**. The Save Location screen appears.
  - To toggle display of all files or only the changed ones, press the **⬅**.
2. To select a file to save, press the **⬇**. Then press **A**.
3. Select the Memory Unit (MU) or hard disk to save your career to and press **A**.
4. The Save screen appears. To select a slot in which to save your career file, press the **⬇**. Then press **A**.
5. Enter a name for the file. Highlight DONE, and press **A**.
6. Press **A** to acknowledge the confirmation. You then return to the Career Mode menu.

### CAREER TIPS

From time to time, Career Tips appear on-screen to provide guidance in developing your career.

- ❖ You can review previous Career Tips in the Reference screen.
- ❖ Check the Team Management menu after each race. The News box informs you of important events and changes in your race team.

## FEATURES

You can create your own car and driver, view and activate your Thunder Plates, and learn more about driving in NASCAR.

### WHAT'S NEW

Catch up on all of the new features in *NASCAR Thunder 2004*.

### NASCAR 101

In NASCAR 101, you can learn the basics of how to race on the NASCAR circuit in the game modes of *NASCAR Thunder 2004*.

### CREATE-A-CAR

Design the perfect NASCAR ride and your own driver.

#### TO CREATE A CAR:

1. From the Features menu, choose CREATE-A-CAR. The Create-A-Car menu appears.
2. Highlight NEW and then press **A**.
3. Press the **←** or move the **←** to select a car on which to base your new car.
4. Continue as you would when creating a car in Career mode (> p. 15).

#### TO USE A PREVIOUSLY CREATED CAR/DRIVER:

After you have created a car, you can use it in Race Now, Season, and Career modes.

- In Race Now or Season, press the **↑** or move the **↑** until you highlight the name of your created car or driver. Then press **A**.
- In Career mode, select MODIFY from the Create-A-Car menu. Press the **←** or move the **←** until your created car appears. Then press **A**.

## MY NASCAR®

Use the My NASCAR feature to review your best laps on each track or change your personal settings.

### EA SPORTS™ BIO

EA SPORTS Bio is a new feature designed to reward you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between all EA SPORTS games via your hard disk, is a résumé that tracks key accomplishments and time spent playing different titles in the EA SPORTS lineup.

- ❖ The first time you select EA SPORTS BIO from the My NASCAR screen, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level (> below).

**NOTE:** The EA SPORTS BIO can **only** be saved to your Xbox hard disk.

### EA SPORTS™ GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level One gamer. There are multiple ways that you can earn credit toward a promotion to the next level.

### EA SPORTS TITLES PLAYED

Every EA SPORTS title that you add to your EA SPORTS résumé gets you more credit toward the next level gamer. Play more products, earn a higher level rating—it's as easy as that.

### GAME TIME

And you thought you'd never get recognized or rewarded for all the time you put in on EA SPORTS titles. Finally you get rewarded for all your loyalty and devotion to EA SPORTS. Does it get any better than this? The more time you put in, the faster you rise to the next level.

### NUMBER OF GAMES PLAYED

Every game you play and complete gives you credit toward the next level. In addition, winning games gives you additional bonus points toward your level.



## REWARDS

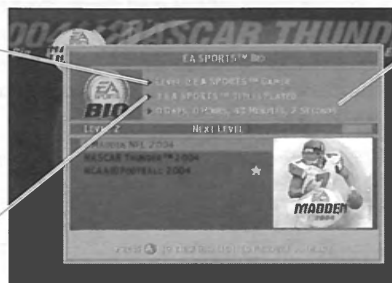
When you reach a new level, you may unlock a game-specific reward. Some rewards are bigger than others; it all depends on the level you achieve.

- ❖ A level increase potentially unlocks rewards for all EA SPORTS titles in your Bio, regardless of which title the level was achieved while playing.

## PRODUCT LISTING SCREEN

Your gamer level is based on the number of EA SPORTS titles played, hours logged, and your accomplishments

Number of all EA SPORTS titles played



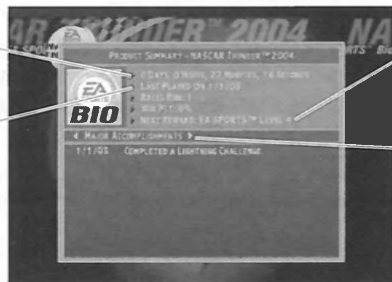
Total combined hours logged for each EA SPORTS title included in your Bio

## PRODUCT SUMMARY SCREEN

Total time spent playing the selected title

Number of games played for this title

Press **Y** to delete your entire EA SPORTS Bio



Rewards unlocked or waiting for you in another EA SPORTS title

Toggle Major and Recent Accomplishments

## ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments that you can achieve. These accomplishments vary by title.

- ❖ When you achieve an accomplishment, a prompt appears asking if you want to save this accomplishment to your EA SPORTS Bio.

## MAJOR ACCOMPLISHMENTS

This list shows the five highest-ranking accomplishments.

## RECENT ACCOMPLISHMENTS

This list shows the most recent accomplishments, sorted by date.

## TROPHY ROOM

In the Trophy Room, you can review all of the hardware you've earned in your NASCAR battles.

- To review other trophies, press the **⊕** or move the **⬅**. To go to other halls in your Trophy Room, continue pressing the **⊕** or moving the **⬅**.
- To view the highlighted trophy, press **A**.

## THUNDER PLATES

See which plates you've earned and toggle their effects.

### TO ACTIVATE A THUNDER PLATE:

1. From the My NASCAR menu, choose THUNDER PLATES. The Thunder Plates menu appears.
  - Pull **L/R** to turn the page and view more Thunder Plates.
2. To toggle a Thunder Plate, press the **⊕** or move the **⬅** to highlight the plate and press **A**.

## BEST LAPS

Your best lap times for each track are recorded for your review. Can you improve on them?

- To view your best laps, choose BEST LAPS. The Best Laps screen appears. Press the **⊕** or move the **⬅** to cycle between categories.
- To delete a best lap, highlight the lap time you want deleted and press **A** or **▶**.



## GAMEPLAY SETTINGS

In the Gameplay Settings screen, you can tweak your gameplay, display, and controller settings. Or, load saved settings from the MU or hard disk.

➔ To change a setting, press the **⬆** or move the **⬅** to highlight a setting category. Then, press **A**. Press the **⬆** or move the **⬅** to highlight a setting.

**NOTE:** In Career mode, some of these settings may not be available. To change them, save your career, and open the settings screens through My NASCAR on the Main menu.

### RULES

#### AI DIFFICULTY

Choose a level of competition from **ROOKIE**, **VETERAN**, or **LEGEND**. The difficulty increases with each level.

#### RACE LENGTH

Set the length of the race to **3**, **5**, **10**, **25**, **50**, or **100%** of the actual length of the race.

#### ALLOW ASSISTS

Allow the use of gameplay assists.

#### UNLIMITED FUEL/TIRES

When set to **ON**, tires don't wear and you never need to refuel.

#### DAMAGE

When set to **NORMAL**, your car can sustain damage that may affect your performance. **QUICK REPAIR** allows you to repair damage on the track (by pulling **L**). **VISUAL ONLY** means that damage does not affect car performance.

#### YELLOW FLAGS

When **ON**, yellow flags can appear in the race prompting you to exercise caution due to a hazard on the track. Cars are AI-controlled during yellow flags after they cross the line.

#### MULTIPLAYER SPEED COMP

When **ON**, trailing player cars receive a Speed boost to make the race more competitive.

#### MULTIPLAYER AI CARS

When racing in a multiplayer race, you can choose to have additional AI cars (**ON**) or just race against the other players (**OFF**).

### ASSISTS

#### INFORMATIVE BEST LINE

When **ON**, the best line to follow is displayed on the track.

#### DRIVING ASSISTS

When set to **FULL**, all driving assists are displayed on the track, including Auto Brake, and Stability Control. **LIMITED** driving assists includes only Stability Control.

## DISPLAY

### LEADERBOARD

Toggle display of the leaderboard in the game.

### INFO DISPLAY

Set the information display in the upper-right corner: **NONE**, **TRACK** layout and car positions, or car **DAMAGE**.

### CAMERA ANGLE

Set the camera angle. Default angle is **CLOSE CHASE**.

### CAMERA SHAKE

When **ON**, the camera shakes when your car hits another car or a wall.

### REAR VIEW MIRROR

Toggle display of the rear view mirror in your car.

### RIVAL-PASSING INDICATORS

When **ON**, your rivals on the track have a red icon displayed above their cars. Green arrows indicate your allies.

## CONTROLLER

➔ To use a different controller configuration, press the **⬆** or move the **⬅** to select the current configuration. Then press the **⬆** or move the **⬅** to change it.

➔ To toggle controller vibration, press the **⬆** or move the **⬅** to select the Vibration setting. Then, press the **⬆** or move the **⬅** to change it.

## USER INFO

In the User Info screen, you can set the basic user information for any of your four profiles and select one to use. For more information, > Profiles on p. 26.

## LOAD

In the Load screen, you can load saved settings from the MU or hard disk. For more information, > Saving and Loading on p. 27.



## SYSTEM SETTINGS

### AUDIO

#### SPEECH VOLUME

Set the volume of speech in the game.

#### IN GAME AUDIO

Select the type of audio in the game:  
NONE, SPEECH, SPEECH/TIMES, or MUSIC.

#### SOUND FX VOLUME

Set the volume of sound effects in the game.

#### ENGINE VOLUME

Set the volume of engine noise in the game.

#### MUSIC VOLUME

Set the volume of music in the game.

### MUSIC

- ➔ To toggle playback of a track in the game, press the **⏮** or move the **⏮** to highlight the track. Then, press **A**.
- ➔ To select tunes from a different album, press the **⏮** or move the **⏮** to display a different album.
- ❖ Customs tracks that you have stored on your hard disk are available under the album name in which they were saved through the Xbox dashboard.

**NOTE:** Custom tracks must be on your hard disk for playback in *NASCAR Thunder 2004*. For more information, refer to your Xbox documentation.

### LOAD

In the Load screen, you can load saved settings from the MU or hard disk. For more information, > *Saving and Loading* on p. 27.

### PROFILES

You can create up to four different profiles to store specific gameplay settings.

#### TO LOAD OR CREATE A PROFILE:

1. To view your profiles, press **Y** in the Main menu.
2. The User Information for the current profile is displayed.
- ➔ To review a different profile, press the **⏮** or move the **⏮** to highlight the current profile name. To select a profile, press the **➡** or move the **⏮**, and press **A**.

## SAVING AND LOADING

Save or load files from your MU or hard disk.

**NOTE:** Never insert or remove a MU when loading or saving files.

### QUICK SAVE

In some screens, you can quickly save the current state of your Season, Career, or progress.

- ❖ If Autosave is ON, you do not need to save your game with Quick Save, but you can choose to do so.

#### TO QUICK SAVE:

1. If you see the Quick Save icon at the bottom of the screen, press **○**. The Quick Save screen opens.
2. Press the **⏮** or move the **⏮** to select the file to save. Then, press **A**.
3. Press the **⏮** or move the **⏮** to select the MU or hard disk in which to save the file. Then, press **A**.
- ➔ To delete a file, press **Y**.

### AUTOSAVE

Your progress can be tracked automatically by using the Autosave feature. When it's used, your current settings and game state are saved automatically.

#### TO TOGGLE AUTOSAVE:

- ➔ In any screen where Quick Save is available, press **○**. The Quick Save screen opens. To toggle Autosave, press **Y**.

### LOADING A CAREER OR SEASON

#### TO LOAD A CAREER OR SEASON:

1. From the Main menu, select RACE MODES. Then, select either CAREER or SEASON.
2. Highlight LOAD and press **A**.
3. Select the MU or hard disk that you wish to use.
4. Highlight the file you wish to load, and press **A**.
- ➔ To delete a file, highlight it and press **Y**.



# CREDITS

## DEVELOPMENT

### Lead Software Engineer

Shu Chiun Cheah

### Lead Software Engineer

Stephane Imbert

### Software Engineer

Volga Aksoy, Ben Brooks, Michael Gourlay,  
Harold Hirsch, Alex Levato, Aaron Long,  
Tony Marinello, Jason Parker,  
Chris Schornstein, Joe Snow

### Technical Director

Mike Balfour

### Development Manager

Kim Olivera

### Development Director

Marco Busse

## ART

### Texture Artist

Thomas Leyva

### Assistant Texture Artist

Scott Gilbert

### Associate Environment Modeler

Ron Amador, Andrew Britton,  
Dante Duphorne, Susan Spychalla

### Character Modeler

Matt Flewelling

### Assistant Interface Designer

Ralph Streat

### Associate Interface Designer

Tagn Su

### Character Animator

Jamie Wicks

### Technical Artist

Rhett Collier

### Art Production Manager

Randall King

### Art Director

Mark Mongie

## PRODUCTION

### Assistant Producer

Mike DeVault,

Matt Lewis, Sean Wilson

### Producer

Scott Stutsman

### Executive Producer

Chris Gray

## EXECUTIVE

### Studio Art Director

John Turk

### Studio Chief Technology Officer

Robert Moore

### Studio General Manager

Steven Chiang

## TOOLS & TECHNOLOGY

### CG Supervisor

Jim Spoto

### Technologist

Icer Addis, Shawn Nash

### Director of R&D

Dave Swanson

### Senior Interface Designer

Mike Nakfoor

### Tools Programmer

Jason Hochstadt, Bob Nystrom,

Bobby Paulose, Sheetal Vaidya,

Howard Yoo

### Tools Director

Ryan Stradling

## CENTRAL SERVICES

### Lead Sound Designer

Jesse Allen

### Commentary Audio

Jason Ostresh

### Commentary Support

Matt Frederick

### Driver Database

Donny Moore

### Central Production Manager

Oge Young

## Senior Video Specialist

Kelly Austin

## MARKETING

### Sr. P/R Specialist

Scott Gamel

### Sr. Product Manager

Tom Goedde

### Director of Marketing

Todd Sitrin

## QUALITY ASSURANCE

### QA Tester

Kevin Babcock, Nate Berg, Greg Blotzer,  
Dave Boivin, Gary Boutwell, Ron Chancey,  
Ian Colburn, Mike DiProspero, Nick Dolce,  
Justin Dowdy, Matt Finch, Jonathan Foote,  
Dino Frei, Salvatore Gerace, Eric Griswold,  
David Paul Guzman, Rick Heffernan,  
Rubin Jean, Jeff Koenig, Alex Kowalczyk,  
Josh Kramer, Bill Lance, John Lewis,  
Jay Malone, Michael McClain,  
Mike McCollum, Graham Northcote,  
Mark Paul, Ross Peterson, Carlos Rivera,  
Mark Seifert, Matt Sensenbrenner,  
Mike Sindona, Adam Thompson,  
Maggie Usery, Paul Windsor

### QA Lead

Justin Morgan, Matt Vann

### Senior QA Lead

Sandra Romero

### Manager of Quality Assurance

Eric Zala

## SUPPORT

### Supporting Programming

Mark Haines, Chris Hynes,  
Mathew Thazhmon, Richard Wifall

### Supporting Artist

Derek Allmon, Jason Bennett,  
Mark Flewelling, Zach Wilson,  
Murtaza Nemat Ali, Siddharth Jatia,  
Miguel Molinari, Sergio Vanelli,  
Derek Brinkmann

## Supporting Production

Trevor Jalowitz, Chris Pio,  
Jim Preston

## Supporting Audio

Aubrey Hodges, Sergei  
Kossenko, Mike Reed

## Supporting QA

Ryan Ferwerda, Scott Sanford,  
Jeff Aho, Adam Kaminski, Russell Kiniry,  
Scott Popowski, Jeremy Nielsen,  
David Kollmann, Sean Lewis,  
John O'Leske, Todd Curth,  
Frank Jay Hice

## NA CQC

Travis Alger, Anthony Barbagallo,  
Jason Collins, Benjamin Crick, Eron Garcia,  
Darryl Jenkins, Dave Knudson, Joseph Lee,  
Russell Medeiros, Adam Rivera, Simon Steel,  
Rob Stiasny

## Special Thanks

Dave Alpern, Patrick Ambs, Lani Barnes,  
Terry Bassett, Bob Brannan, Ted Campbell,  
Carolyn Carrier, JJ Damato, Blake Davidson,  
Rick Edwards, Michelle Emser, Cindy Gaunt,  
Katrina Goode, Adele Goodman,  
Barney Hall, Amy Hallman, Scott Hammonds,  
Jim Hannigan, Steve Harrison, Gene Haskett,  
Don Hawk, Joe Hedrick, Brad Henry,  
Crissy Hillsworth, Joe Hirsch,  
Rick Humphrey, Erin Hunter, Eric Johnson,  
Kristi Jones, Joey Joulwan, Amanda Keaton,  
Winston Kelly, John Killen, Cheryl King,  
Gus Larkin, Linda Latiuk, Marta Leonard,  
Ashton Lewis, Dave Mackey, Mandy Misiak,  
Joe Moore, Brad Morgan, Josh Neelon,  
Jessica Overman, Benny Parsons,  
Dick Paysor, Karen Pensgen, Richard Petty,  
George Pyne, Tony Rizzuti, Jamie Rodway,  
Todd Rucker, Hermie Sadler, Renee Sanders,  
Marcus Smith, Mike Smith, Terry Smith, Brian  
Simpson, Sasha Soares, Robn Sorrells, Chuck  
Spicer, Bruce Stone, Chris Sullivan, Tim  
Sullivan, Melanie Whitfield,  
Todd Wilkerson, Robert Work

## Package Cover Photography

Don Grassman, CIA Stock Photos





## LIMITED 90-DAY WARRANTY

### ELECTRONIC ARTS LIMITED WARRANTY

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

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

### RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

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

### RETURNS AFTER THE 90-DAY WARRANTY PERIOD

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

### EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

### EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

### NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

**EA TECH SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322.**

### TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>

FTP Site: <ftp.ea.com>

Mailing Address: Electronic Arts Technical Support  
P.O. Box 9025  
Redwood City Ca 94063-9025

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

In <b>Australia</b> , contact:	In the <b>United Kingdom</b> , contact:
Electronic Arts Pty. Ltd.	Electronic Arts Ltd.
P.O. Box 432	P.O. Box 181
Southport Qld 4215, Australia	Chertsey, KT16 0YL, UK
	Phone (0870) 2432435

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



This product contains Font Software licensed from Agfa Monotype Corporation and its suppliers, which may not be distributed, copied, reformatted, reverse engineered, or decompiled for any purpose. You may transfer the Font Software as part of the product to a third party provided that (i) the third party agrees to all the terms of this agreement and (ii) you have destroyed all copies of the Font Software in your custody or control, including any installed in your computer, immediately upon transferring such product. The Font Software is also protected by copyright and any copying or distribution of the Font Software, with or without the product, constitutes both copyright infringement and a theft of valuable property. You acquire no right, title or interest in the Font Software except the personal right to use such software, consistent with this agreement, as part of the product when installed in your computer. All rights reserved.

To see the Agfa Monotype Corporation complete Font Software End User License Agreement please go to their website [www.agfamonotype.com](http://www.agfamonotype.com)

© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All Rights Reserved. NASCAR is a registered trademark and NASCAR Thunder is a trademark of the National Association for Stock Car Auto Racing, Inc. Christian Fittipaldi name and/or likeness used under license by Petty Marketing Company, LLC. "The General Mills trademarks used under license." The "Valvoline" trademarks, and Johnny Benson's name and/or likeness used by authority of MBV Motorsports, LLC, Concord, NC. © 2003 MBV Motorsports/Johnny Benson Enterprises, Inc. W.W. Grainger trademarks, Roush Racing and Greg Biffle's name and/or likeness used by authority of Roush Racing Livonia, Michigan. Grainger and Grainger Racing are registered trademarks of W.W. Grainger Inc. The "CITGO" trademarks, Roush Racing and Jeff Burton's name and/or likeness used by authority of Roush Racing, Livonia, MI. Ward Burton and Bill Davis Racing trademarks and likenesses are used under license from Caterpillar Inc. CAT, CATERPILLAR and their design marks are registered trademarks of Caterpillar Inc. © 2003 Caterpillar. Kurt Busch's and Roush Racing's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. © Unless otherwise indicated, all trademarks are owned by Newell Rubbermaid, Inc. or its subsidiaries, and are used by permission. All rights reserved. Name signature and likeness of Ricky Craven are licensed by Hawk Sports Management L.L.C. © 2003 Hawk Sports Management, L.L.C. All rights reserved. Tide, the Bullseye Design and the Downy Design are trademarks used under license from The Procter & Gamble Co. PPI, PPI Motorsports and the stylized numeral 32 are trademarks of PPI Motorsports, L.L.C. and are used under license. The name, signature and likeness of Dale Earnhardt, Jr., the stylized #8, likeness of the #8 racecar and the Dale Earnhardt, Inc. crest or script logo are licensed under the administration of Dale Earnhardt, Inc. © 2003 Evernham Motorsports, LLC. Bill Elliott TM is a trademark of Bill Elliott Racing, Inc. licensed by CMG Worldwide. Dodge® is a registered trademark of DaimlerChrysler Corporation. © 2003 JG Motorsports, Inc. The name and likeness of Jeff Gordon and the likeness of the #24 DuPont Chevrolet is used under license granted by JG Motorsports, Inc. ©2003 J.G. Motorsports, Inc. Jeff Gordon name, likeness and signature and likeness of the J.G. Motorsports Inc. # 24 DuPont/Pepsi Monte Carlo are used under license by J.G. Motorsports, Inc. PEPSI, PEPSI-COLA, and the Pepsi Globe design are trademarks of Pepsi Co. Inc. The Stylized "31", the likeness of the Number 31 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, Incorporated, and are used under license from Richard Childress Racing Enterprises, Incorporated. The name, likeness and signature of Robby Gordon are trademarks of Team Gordon, Incorporated, and are used under license from Team Gordon, Incorporated. "Cingular", "Cingular Wireless" and the Cingular Logo are Trademarks of Cingular Wireless LLC, and are used under license from Cingular Wireless LLC. The stylized #1, likeness of the #1 Pennzoil Chevrolet and the Dale Earnhardt, Inc. crest or script logo are used under the administration of Dale Earnhardt Inc. Pennzoil® is registered trademark of Pennzoil-Quaker State Co. The name, likeness and signature of Jeff Green are trademarks of Jeff Green Enterprises, Incorporated, and are used under license from Jeff Green Enterprises, Incorporated. The Stylized "29", the likeness of the Number 29 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, Incorporated, and are used under license from Richard Childress Racing Enterprises, Incorporated. The name, likeness and signature of Kevin Harvick are trademarks of Kevin Harvick, Incorporated, and are used under license from Kevin Harvick, Incorporated. The Trademarks "Goodwrench" and "GM" are used under license from General Motors Corporation. UPS®, UPS.COM®, UPS Racing logo®, and the UPS logo® are registered trademarks of United Parcel Service of America Inc. and used under license.

Dale Jarrett and Robert Yates Racing trademarks are used under license. © 2003 J.G. Motorsports, Inc. The name and likeness of Jimmie Johnson and the likeness of the #48 Lowe's Home Improvement Warehouse Chevrolet are used under license granted by J.G. Motorsports, Inc. The "DEWALT" trademarks, Roush Racing and Matt Kenseth's name and/or likeness used by authority of Roush Racing, Livonia, MI. The yellow and black color scheme is trademark for DEWALT® Power Tools and Accessories. "Bobby Labonte®", #18® and "Interstate® Batteries" licensed under authority of Joe Gibbs Racing, Huntersville, NC. TM, ©Kellogg Canada Inc. in/dans Canada. TM ©Kellogg Company Inc. elsewhere/partout ailleurs/en otros países. © 2003 Kellogg Company. Used under license/utilize sous license/bajo licencia. © #5 design © Hendrick Motorsports. Used under license/utilize sous license/bajo licencia. (Sterling Marlin) Chip Ganassi Racing with Felix Sabates. Roush Racing's and Mark Martin's name and/or likeness used by authority of Roush Racing, Livonia, MI. Pfizer and the blue diamond tablet shape are registered trademarks of Pfizer Inc. Used under license. © 2003 Evernham Motorsports, LLC. Dodge® is a registered trademark of DaimlerChrysler Corporation. © 2003 Jamie McMurray, Halovine. Racing with Felix Sabates. All rights reserved. "Trademarks with permission of Chevron Texaco." © 2003 Casey Mears, Target, The Bullseye Design and Target are registered trademarks of Target Brands, Inc. Used under license. All rights reserved. Jerry Nadeau Name and Likeness Licensed by ©2003 MB2 Motorsports/J.N. Racing, Inc. Permission to use these insignia, marks or logos in no way implies endorsement of products, services, events or organizations by the Department of the Army or any other component of the Department of Defense." ©2003 U.S. ARMY. © 2003 Hendrick Motorsports / UAW / Delphi. Penske Racing South, Inc. trademarks, including the #12 and the likeness of the racecar, and Ryan Newman's name and/or likeness are granted by license from Penske Racing South, Inc. ALLTEL marks are registered trademarks of ALLTEL Corp. ExxonMobil marks are registered trademarks of ExxonMobil Corp. The Stylized "30", the likeness of the Number 30 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, Incorporated, and are used under license from Richard Childress Racing Enterprises, Incorporated. The name, likeness and signature of Steve Park are trademarks of Steve Park, Incorporated, and are used under license from Steve Park, Incorporated. "America Online", "AOL", "AOL TV" and the AOL Logo are registered Trademarks of America Online, Incorporated, and are used under license from America Online, Incorporated. Kyle Petty name and/or likeness used under license by Petty Marketing Company, LLC. Sprint and the diamond logo are trademarks of Sprint Communications Company, L.P. Paint and decal design copyright © 1999 Sprint. The "Motorcraft" trademarks, Wood Brothers Racing and Ricky Rudd's name and/or likeness used by authority of Roush Racing, Livonia, MI. TM/ © M&M's, the letter and the M&M's Characters are registered trademarks of Mars, Inc. © Mars, Incorporated 2003. Elliott Sadler and Robert Yates Racing are used under license. Mike Skinner name and likeness and KODAK, MAX and Trade Dress are trademarks licensed to Electronic Arts by Eastman Kodak Company. Design 4 is a trademark of Morgan-McClure Motorsports, Inc. "Tony Stewart®", "#20®" and "The Home Depot®" licensed under authority of Joe Gibbs Racing, Huntersville, NC. 2003 Licensed by Rusty Wallace, Inc. and Penske Racing South, Inc. The name, signature and likeness of Michael Waltrip are licensed under the administration of Dale Earnhardt, Inc. The Michael Waltrip trademark and the name signature and likeness of Michael Waltrip are owned by, and used under license from Michael Waltrip, Inc. and/or Michael Waltrip. The stylized #15, likeness of the #15 race car and the Dale Earnhardt, Inc. crest or script logo are under the administration of Dale Earnhardt, Inc. The Stylized "3", the likeness of the Number 3 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, Incorporated, and are used under license from Richard Childress Racing Enterprises, Incorporated. The Trademarks "Goodwrench" and "GM" are used under license from General Motors Corporation. Richard Petty items licensed by Petty Marketing Company, L.L.C. The Richard Petty name, signature and silhouette are exclusive trademarks of Petty Marketing Company, L.L.C. GMAC is a registered service mark of General Motors Acceptance Corporation, used under license by Hendrick Motorsports. ©2003 Hendrick Motorsports. Chicagoland Speedway™ used under license. Dover International SpeedwaySM used under license. Indianapolis Motor Speedway® is a registered trademark of Brickyard Trademarks, Inc., used under license. Martinsville Speedway™ used under license. "New Hampshire International Speedway®", "Magic Mile®", "Loudon Classic®" and the related images and logos are the proprietary property of New Hampshire Speedway, Inc., and are used under license from New Hampshire Speedway, Inc. Pocono Raceway is a registered trademark of Pocono International Raceway,



Inc. Atlanta Motor Speedway®, Bristol Motor Speedway®, Las Vegas Motor Speedway®, Lowe's Motor Speedway®, Sears Point Raceway® and Texas Motor Speedway® including name, likeness, logos, event names and event logos are registered trademarks of Speedway Motorsports, Inc. Officially licensed product of Speedway Motorsports, Inc. © 2001. California Speedway®, Darlington Raceway®, Darlington®, Too Tough to Tame®, Darlington International Raceway™, Daytona International Speedway®, Daytona®, Daytona Speedweeks®, Speedweeks®, Daytona USA®, Daytona 500®, The Great American Race™, Homestead - Miami Speedway™, Kansas Speedway™, Michigan Speedway™, Michigan International Speedway®, North Carolina Speedway®, The Rock™, Phoenix International Raceway®, The Phoenix Mile™, PIR™, World's Fastest One-Mile-Paved Oval™, Copper World Classic®, Phoenix™, Richmond International Raceway™, Richmond™, Talladega Superspeedway®, Talladega®, The World's Fastest Superspeedway™, Watkin's Glen®, Watkins Glen International®, New York's Thunder Road™, Ford, Taurus and vehicle model body designs are trademarks owned and licensed by Ford Motor Company. Chevrolet, Monte Carlo, Pontiac, Grand Prix, the Chevrolet "Bow Tie" emblem, the Pontiac "Arrowhead" emblem, and vehicle model body designs are General Motors trademarks and used under license to Electronic Arts, Inc. Dodge is a trademark of DaimlerChrysler Corporation and is used under license by Electronic Arts. ©DaimlerChrysler Corporation 2003. STP® trademark used under license. Trademarks of the Coca-Cola Company are used with the permission and under the authority of The Coca-Cola Company, owner of the trademarks COCA-COLA, COKE and the Coca-Cola Racing Family.

LOONEY TUNES, characters, names and all related indicia are trademarks of and © Warner Bros. (s03)

All other car, team, and driver images, track names, trademarks, and other intellectual property are used under license from their respective owners.

Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries and are used under license from Microsoft.

All other trademarks are the property of their respective owners.

EA SPORTS™ is an Electronic Arts™ brand.



**GET IN THE GAME**

**WANT TO JOIN THE #1 INTERACTIVE  
ENTERTAINMENT COMPANY?**

VISIT EA RECRUITER AT [HTTP://JOBS.EA.COM](http://jobs.ea.com).

**STILL A STUDENT?**

CHECK OUT EA ACADEMY AT [HTTP://EAACADEMY.EA.COM](http://eaacademy.ea.com).



PROOF OF PURCHASE  
NASCAR THUNDER 2004  
1464805

