

RULE THE RINK

FEATURES

• TAKE TOTAL CONTROL

Pull off amazing dekes with new Dynamic Deke Control for complete control of the stick and puck.

• BREAK THE GAME WIDE OPEN

Build up the meter and trigger a Game Breaker to beat the defense and go 1-on-1 with the goalie.

• IMPROVED GOALIE AI

Make game-saving grabs on break-aways and rebounds, including cool desperation saves.

• PLAY YOUR CARDS RIGHT

Reach key milestones and earn points for NHL® Cards to unlock boosts, cheats, and other fun features.

• "ON THE ICE" SOUND

Hear the scrape of the stick, the slamming of the boards, and the cheers of the crowd.

• EA SPORTS™ TRAX

Featuring cool new music from Default, Papa Roach, Jimmy Eat World, Gob, Queens of the Stone Age, and many more.

UNPARALLELED STICK HANDLING



THE GAME BREAKER ZONE



THE FASTEST GAME ON EARTH

SPECTACULAR SAVES

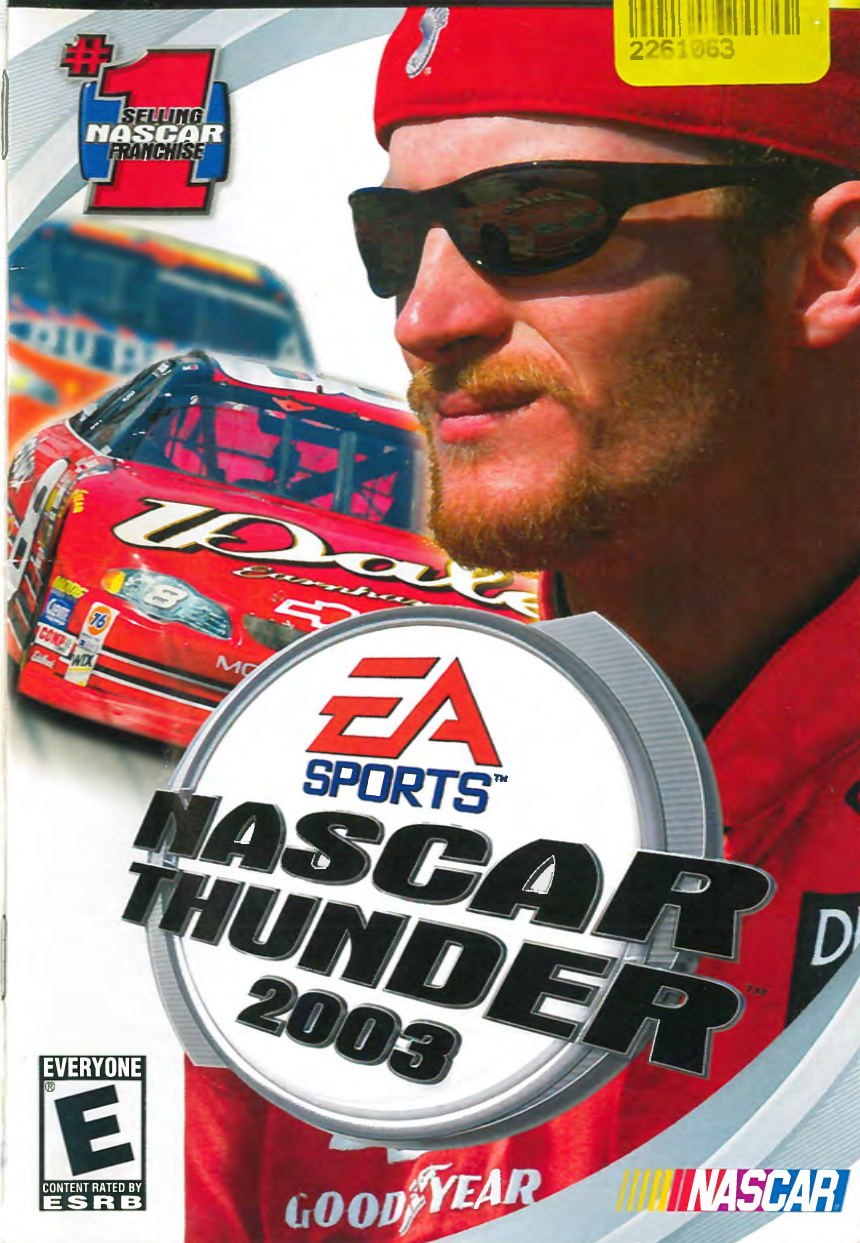


Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.
 © 2002 Electronic Arts Inc. Electronic Arts, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. Dolby and the double-D symbol are trademarks of Dolby Laboratories. NHL, National Hockey League, the NHL Shield and the Stanley Cup are registered trademarks of the National Hockey League. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 2002 NHL. All Rights Reserved. Officially Licensed Product of the National Hockey League. National Hockey League Players' Association, NHLPA and the NHLPA logo are trademarks of the NHLPA and are used under license by Electronic Arts Inc. © NHLPA. Officially Licensed Product of the NHLPA. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. Made and printed in the U.S.A. The ratings icon is a trademark of the Interactive Digital Software Association. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.
 1452705

EVERYONE



PO-NASCAR T/03 XB



EVERYONE



GOODYEAR

NASCAR

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 farther 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.

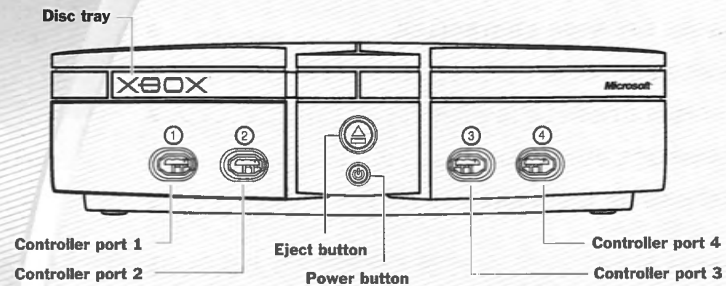
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

USING THE XBOX VIDEO GAME SYSTEM	2
USING THE XBOX CONTROLLER	3
BASIC CONTROLS	4
INTRODUCTION	5
COMPLETE CONTROLS	6
SETTING UP THE GAME	7
MAIN MENU	7
QUICK RACE	8
ON THE TRACK	9
OTHER RACE MODES	11
LIGHTNING CHALLENGE	11
THUNDER LICENSE	11
SEASON	12
CAREER	14
FEATURES	21
CREATE-A-CAR	21
THUNDER PLATES	21
BEST LAPS	22
CREDITS	22
LIMITED 90-DAY WARRANTY	24



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™ 2003* 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 2003*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

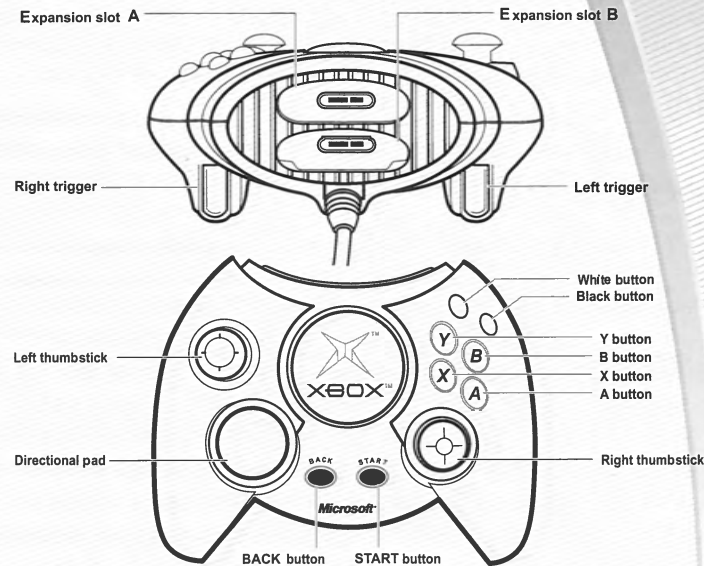
To avoid damage to discs or the disc drive:

- 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

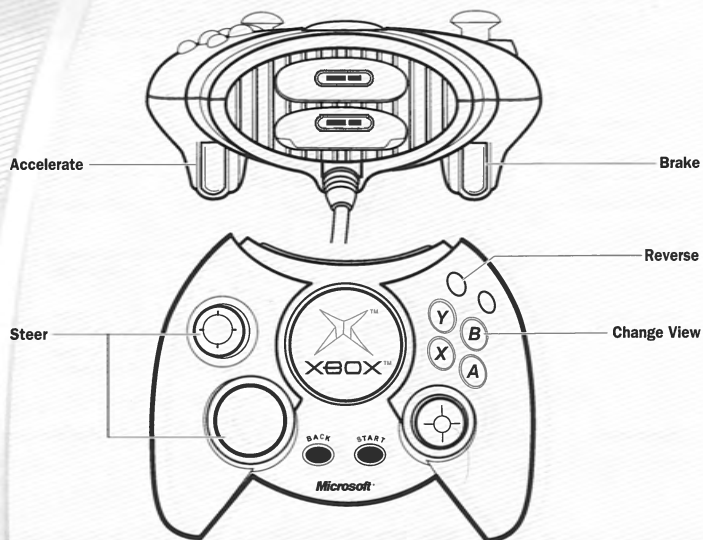


1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NASCAR Thunder 2003*.

BASIC CONTROLS

Get down these controls and burn rubber to the track.

GAME CONTROLS



❖ For a more detailed list of commands, ➤ *Complete Controls* on p. 6.


INTRODUCTION



Feel the overwhelming intensity and passion of a NASCAR driver on a quest to become Winston Cup Series champion. Get behind the wheel of your favorite car and take on real-life scenarios as you battle 42 of NASCAR's biggest stars. Complete with dramatic pileups, walls of smoke, and constant three-wide racing, no other racing game tests your nerve and your driving skill as much as this. You're in the driver's seat now.

KEY FEATURES

- ❖ **Become a NASCAR Legend**—Compete for top sponsors, the best crewmembers, and the latest racing technology during a 20-year career on the NASCAR circuit.
- ❖ **Make NASCAR History**—Take on 30 MRN™ (“Moment of the Race”) scenarios from real NASCAR races in Lightning Challenge. Each scenario is explained by the NASCAR driver who lived it and features the actual radio broadcast audio.
- ❖ **Get Your Thunder License**—Interactive instruction from “The King” himself, Richard Petty, and other top NASCAR drivers teaches you the best driving lines and brake points.
- ❖ **Complete Control of Your Car**—Entry-level driver assists get you on the track, while progressively challenging control delivers deeper simulation.
- ❖ **Intense NASCAR Action**—See spectacular crashes where blown tires shred and sparks, dust, and car fragments fly.
- ❖ **Collect Thunder Plates**—Earn over 100 Thunder Plates to unlock drivers, cars, paint schemes, qualifying cheats, car sponsors, and tracks as you prove your driving skills.
- ❖ **Quick Cautions and Pit Mistakes**—See TV-style recaps and fast forward through pace laps to get back to the action. Keep on top of your pit crew as their mistakes could cost you the race.

 **For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.**

COMPLETE CONTROLS

Once you've mastered the Basic Controls, it's time to get these under your belt. You'll need all the controls if you want to clutch that Winston Cup at the end of the season.

MENU SCREEN CONTROLS

Highlight menu items	↑/↓ or ←/→
Cycle choices/Move sliders	←/→ or ↶/↷
Select/Go to next screen	A
Cancel/Return to previous screen	B / BACK
Help	X

COMPLETE RACING CONTROLS

Steer	←/→ or ↶/↷
Accelerate	R
Brake	L
Reverse (when already stopped)	○
Change view	B
Track map/Damage meter	Y
Toggle rear view mirror ON/OFF	○
Toggle HUD Display	BACK
Shift up/down (manual transmission only)	X / A
Pause game	START

SETTING UP THE GAME



Take some time to get familiar with *NASCAR Thunder 2003* before you get behind the wheel. You'll stand a better chance against the top NASCAR drivers if you've got some fundamental skills and an understanding of the track before you take your position on race day.



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

MAIN MENU



QUICK RACE: Go straight to the track

FEATURES: Create your own car, view your Thunder Plates, and more

INSIDE EA SPORTS™: Take a look into the world of EA SPORTS

RACE MODES: Choose between four different racing modes

SETTINGS: Modify your racing experience

From the Main menu, you can head straight to the track, choose a Race Mode, access various Features, adjust your Settings, and more.

QUICK RACE

Hit the track fast. In Quick Race, you start mid-way up the pack, unless you choose to qualify. (> *On the Track* on p. 9).

RACE MODES

Take a Lightning Challenge, earn your Thunder Licenses, race your way through a NASCAR Season, or build a NASCAR Career (> *Other Race Modes* on p. 11).

FEATURES

Create-A-Car, view your Thunder Plates, or take a look at your Best Laps (> *Features* on p. 21).

SETTINGS

Modify or load Gameplay, AI, Display, Assists, Controller, Audio, and Music settings.

INSIDE EA SPORTS™

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

QUICK RACE

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

To begin a Quick Race:

1. From the Main menu, choose QUICK RACE. The Quick Race menu appears.
2. Choose the number of players to race (you must have a controller plugged in for each player). The Driver Select screen appears.
3. Press the / to choose a driver.
➤ Press to view Driver Info, including personal information, Starts, Poles, Wins, Top 5's, Top 10's, Average Start, Average Finish, Best Finish, Points, Standings, and Earnings.
4. The Track Select screen appears. Press the / to choose a track. The Race Weekend menu appears.
➤ Press and hold at the Track Select screen to view Track Info.

RACE WEEKEND MENU

Navigate between all your NASCAR weekend events.

- CAR SETUP** Tweak your car to handle any track.
- PRACTICE** Get the feel of the track and your car setup by taking a few practice laps.
- 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 automatically start in the middle of the pack.
- START RACE** Go to the track and start the race.
- SETTINGS** Adjust your DISPLAY, ASSISTS, CONTROLLER, AUDIO, and MUSIC settings.
- QUIT** Quit the race and return to the Main menu.

ON THE TRACK

There's more to winning a race than knowing when to hit the accelerator. Check out this section to learn to navigate the track.

RACE SCREEN



FLAGS

GREEN

This flag indicates the start of the race. When it drops, it's time to hit the gas. The green flag also appears after a yellow caution flag during the race.

YELLOW

The yellow flag is a signal that an unsafe condition exists on the track. When it appears, race back to the Start/Finish line before slowing to pace speed.



NOTE: After you cross the line, all the cars are computer controlled. Get ready to resume control when the green flag appears.

WHITE

The white flag indicates that the lead driver is on the final lap of the race. This is your last chance to catch the leader. If you're in front, hold the lead because the pack will be making a last-ditch effort to chase you down.

CHECKERED

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



PIT STOPS


There are four situations that warrant a visit to pit road: low fuel, worn tires, poor handling, and damage. Your crew chief notifies you audibly when you need to refuel, change tires, or repair damage.

- ❖ The pit entry speed limit is 70 mph. If you exceed this speed limit, 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.
2. Enter pit road. The computer takes control of your car and the Pit Options menu appears.
3. Select options before your car comes to a stop.
4. When the pit stop is complete, your car pulls out of its stall. Hit the accelerator as you exit pit road to get back on the track.

PAUSE MENU

To bring up the Pause menu, press  at any time during the race.

RESUME RACE	Return to the track.
RESTART RACE	Restart the race from the green flag.
PIT OPTIONS	Set new defaults for when you next enter pit road.
CAR SETUP	Adjust your car setup. ❖ Car Setup can only be accessed during Practice or Race Weekend.
RACE STATS	View race stats by driver.
SETTINGS	Adjust your settings.
QUIT RACE	Abort the race and return to the Main menu.

POST-RACE

- ❖ After the race ends, the race highlights play. Then the Post Race screen displays each driver's finishing position and time/laps behind the leader.
- If you've won the race, press  after crossing the line and before the Unofficial Results screen disappears to enter Celebration mode. When celebrating, control the car as you normally would—and then some. Spin donuts, burnouts, fishtails, or whatever revs your engine.
- To exit Celebration mode, press  again.
- ❖ Take a trip down Victory Lane. If you win a race, your driver gets out of his car and hoists a trophy after a victory celebration. This sequence plays after the highlights, but before the race stats screen.

OTHER RACE MODES



Take on Lightning Challenges and earn Thunder Plates, take some lessons and work on your Thunder License, race for the Cup in a Season, or work your way up the ranks in Career mode.

LIGHTNING CHALLENGE

Lightning Challenge is your chance to prove you belong on the track. If you can complete the challenges, you'll earn Thunder Plates which unlock cars, tracks, and drivers.




To begin a Lightning Challenge:

1. From the Race Modes menu, choose LIGHTNING CHALLENGE and press **A**. The Lightning Challenge MRN Moment of the Race screen appears.
- ❖ Read the challenge description and then press **A** to watch video of the NASCAR driver featured in this scenario. When the video is done, the challenge automatically loads.

THUNDER LICENSE

Get some experience behind the wheel as you learn every track in the country from "The King," Richard Petty, and other top NASCAR drivers.

To begin a Thunder License race:

1. From the Race Modes menu, choose THUNDER LICENSE. The Thunder License track map appears.
2. Press  to choose a track and press **A**. The track information/driver coach select screen appears.
3. Press  to choose a coach and then press **A** to advance to the pre-race info screen.
4. Press  to go to the track.
5. Watch your speedometer and listen to your coach for instructions on when to brake.
- ❖ The challenges range in difficulty, with different levels of assists for each level. At Rookie level all assists (Auto Brake, Stability Control, and Informative Best Line) are ON. At Veteran, only Stability Control is ON. At Legend, all assists are OFF.

POST-RACE

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



Restart this track

Exit back to the track map

These are the numbers to shoot for

These are your actual lap times, from best to worst.

SEASON

You don't have to win every race to finish the season on top. Compete consistently through a series of races in quest of a NASCAR championship and you might end up with enough points to clutch the 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.

SEASON SETTINGS MENU

PLAYERS

Choose 1-4 players to compete in your Season.

- For 2 or more players, a controller must be inserted for each additional player.

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

UNLIMITED FUEL/TIRES

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

DAMAGE

When **ON**, your car can sustain damage that may affect your performance.

LIMITED damage allows you to repair the damage you receive on the track by pulling **L**. Your car must sustain extensive damage before it can be repaired.

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**).

NASCAR POINTS SYSTEM

Rack up some points and you don't have to take the checkered flag every race to end up the season champ. The chart below indicates the points awarded for the top 24 spots for a single race.

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 (for example, 25th place receives 88 points; 26th place receives 85 points; 27th place receives 82, etc.).

BONUS POINTS

In addition to earning points based on finishing position, you can earn bonus points for leading a lap at any point during the race.

- ❖ 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 an additional five bonus points.



CAREER

Work your way through the ranks of NASCAR as you compete for 20 consecutive seasons. Vie for the best crew, try to sign the top sponsors, and incorporate the latest racing technology.

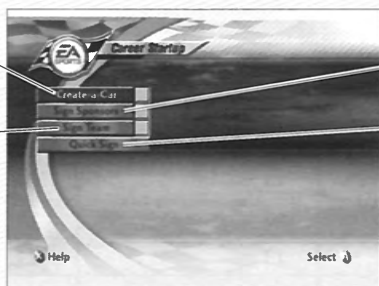
To begin a new Career:

1. From the Race Modes menu, choose CAREER. The Career menu appears.
2. Select NEW and press **A**. The Career Settings screen appears.
 - To load a previously saved career, choose LOAD at the Career menu.
3. Adjust your Career settings and then highlight CONTINUE and press **A**. The Career Startup menu appears.

CAREER STARTUP SCREEN

Build a car to take yourself through your NASCAR career


Get yourself a solid crew



Nab some sponsors

Use this option to sign your team and sponsors fast



To create a car and driver:

1. From the Career Startup menu choose CREATE-A-CAR and press **A**. The Create-A-Car menu appears.
2. Press **A** to select NEW. The Driver/Car/Colors pop-up appears. Choose DRIVER. The Driver menu appears.
3. Enter in your driver information and then highlight CONTINUE and press **A**. The Car menu appears.
4. Select a car and then highlight CONTINUE and press **A** to advance to the Colors menu.
5. Select the colors for your car and then highlight CONTINUE and press **A**. The Career Startup menu re-appears.
 - When highlighting a color from the color picker, press **Y** to fine tune the color.
 - When creating your car, press **Y** at anytime and enter preview mode. Press  to view your car from all angles.

To sign sponsors:

1. From the Career Setup menu choose SIGN SPONSORS and press **A**. The Sponsorship menu appears.
 - To Quick Sign your sponsors and team, select the QUICK SIGN option. Your sponsors and team members are generated automatically.
2. 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.
 - ❖ You get more money and more prestige from certain sponsors, but they will in turn expect more from you. The better your race finish, the more prestige your sponsors gain. But the more prestigious your sponsor is, the more they'll expect from you.
 - ❖ Your sponsors give out bonuses if their prestige goes up or if their happiness level is high. Sponsor happiness levels increase when you meet or exceed their expectations.
 - ❖ If you fail to meet a sponsor's expectations, you will not receive any money from them for that race.
 - ❖ Make sure that you choose the right sponsor for your skill level.

To sign your team:

1. From the Career Setup menu choose SIGN TEAM and press **A**. The Team Openings menu appears.
2. Review the openings you need to fill on your team. Press **A** to sign a candidate to the open position shown.
 - ❖ You have a predetermined amount of money with which to sign your whole team (11 positions). Be sure to save some money for R&D and repairs. Candidates with higher skill, speed, and potential ratings will cost you more money to sign.
3. Press  to select a position to fill. A position specific screen appears.
 - Press  to view the candidates available. Press **A** when you have one highlighted who you would like to sign.
 - ❖ Team members are signed for one season.
 - ❖ As your race team improves, better candidates become available.
4. Repeat steps 3 and 4 until you have signed all of your open positions.
 - ❖ Your crew is happier when you race better. The higher a crewmember is rated, the better he expects your performance to be. If your bank ever dips into the negative, you can expect your crew to leave the team.

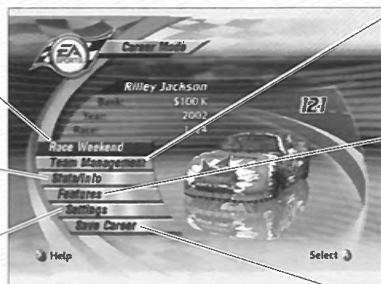


- ❖ Your crew performs better when they're happier. A crewmember must have a happiness rating of at least 75 to perform up to his advertised skill level.
- ❖ If a crewmember's happiness rating drops below 50, he might quit.

Go to the Race Weekend menu

View the race schedule, look at the standings, view driver stats, or see who has won which awards

Adjust your Settings



Manage your sponsorships, manage your team, go to your garage, or oversee your R&D projects

Change your paint scheme or driver info, view the Thunder Plates you've earned (and toggle them ON), or take a look at your Best Laps

Save your career to the Xbox hard disk

RACE WEEKEND

You can choose to Race or Simulate the next race.

- ❖ If you choose to race, you have the options to adjust the setup of your car, practice, and qualify. Take the time to qualify or you'll start the race at the back of the pack.
- ❖ After the race, the Post Race screen appears. See how you did and review your finances.

TEAM MANAGEMENT

What happens off the track affects what happens on the track. Manage your sponsors, your team, your garage, and R&D to take control of your career.



NOTE: Most of the actions you can perform in Team Management are self explanatory. Some of the more involved actions are listed below.

SPONSORSHIP

Sponsors provide you with the funds to pay your crew, perform R&D, and they write your paycheck too.

To sign new Sponsors:

1. From the Team Management menu select SPONSORSHIP. The Sponsorship menu appears.
2. Select a sponsorship position to sign and press **A**.
3. Highlight the desired sponsor and press **A**.



NOTE: If you choose a Package sponsor, you cannot change any of the individual sponsors.



EA SPORTS TIP: Pay attention to your sponsors' expectations. Sponsors have different expectations and if you don't fulfill them, they could pull their sponsorship and you won't get paid.

TEAM

Review your team members, their contracts, and how happy they are. If certain team members are under-performing you have the power to fire them at will.

- ❖ Consider replacing your pit crew midseason to take advantage of new, higher paying sponsor contracts.
- ❖ To get the most out of your latest R&D, make sure to hire the best Builders you can afford.



NOTE: You cannot fire a team member who is currently working on an assignment.

To hire Pit Crew and Builders:

1. From the Team Management menu choose TEAM. The Team menu appears.
2. Select OPENINGS and press **A**. Open positions and the status of their contracts appear.
3. Highlight a position and press **A**. A list of available team member candidates for that position appears.
4. Select a team member for the position and press **A**.
5. Select YES and press **A** to sign the team member.



GARAGE

Go inside and check the status of your Engine, Chassis, and Cars. Then decide if you want to repair, overhaul, or sell the individual components. You can also view your inventory and the status of each.

ENGINE/CHASSIS

When building an engine or chassis, the more money you put towards the work, the less time it takes to complete it.

To repair or overhaul an engine or chassis:

1. Highlight REPAIR or OVERHAUL and press **A**.
2. Choose the engine or chassis that you want to repair or overhaul and press **A**. The Overhaul or Repair screen appears (based on the work chosen).

Overhaul/Repair screen:

The Overhaul/Repair screen displays the condition, location, part number, value, and the length of time it will take to repair or overhaul the chassis or engine. In addition to this information, the ratings for the selected chassis or engine are also displayed.

- ❖ The ratings show both the current stats of the engine or chassis and what the projected stats will be once the work is completed.
- 3. Press **->/<-** to adjust the amount of money you want to spend on the selected engine or chassis.
- 4. Highlight REPAIR or OVERHAUL and press **A**.
- ❖ If your engine or chassis needs repairs, you won't get optimal performance out of it.
- ❖ Spending more money on the job decreases the amount of time it takes to finish.
- ❖ Overhauling an engine increases its power, efficiency, and durability ratings.
- ❖ Overhauling a chassis increases its tire grip, tire wear, downforce, drafting, and durability ratings.

To sell an engine or chassis:

1. Highlight SELL and press **A**. The Sell screen appears.
2. Select the engine or chassis that you want to sell and press **A**.
3. Press **A** to sell the engine or chassis.

To view your inventory:

- ❖ Take a closer look at an engine or chassis to determine its worth.
- 1. Highlight INVENTORY and press **A**. The Inventory screen appears.

2. Choose an engine or chassis to view and press **A**.

To view a project's status:

- ❖ Keep a close eye on the progress of your crew's assignments to make sure everything is on schedule.
- Highlight STATUS and press **A**.

CARS

To build a car:

1. Highlight the Build option and press **A**.
2. Highlight Select Engine and press **A**.
3. Choose the engine that you will use in your new car and press **A**.
4. Follow the same steps for the chassis.
5. Once both are assigned press **B** and you will be prompted to accept changes. Highlight Yes and press **A** to save the car that you have just built.

To modify an existing car:

1. Highlight the Modify option and press **A**.
2. Choose the car that you wish to modify and press **A**.
3. Follow the Build steps to modify your car.

R&D

Develop the new parts and technology that will help take you over the finish line.

DEVELOPED

Review technologies that you have already developed.

RESEARCH

Researching and developing new racing technologies helps keep you ahead of the pack.

To begin researching a new area:

1. Highlight RESEARCH and press **A**. The R&D Select menu appears.
2. Choose an area to research and press **A**. The New R&D screen appears.
3. Press **->/<-** to adjust the money that you want to spend on the research.
4. Highlight RESEARCH and press **A**.
- ❖ The more money you spend on research, the less time it takes to complete.

SAVING A CAREER

To save a career in progress:

1. From the Career Mode menu, choose SAVE CAREER.
2. Select from either the hard disk or an expansion slot to save your career to and press **A**. The Save screen appears.
3. Select NEW to save to a new file. The text entry screen appears.
4. Enter a name for the file and then highlight OK and press **A**.
5. Press **A** to acknowledge the confirmation that your file was saved correctly, and you'll be returned to the Career Mode menu.

POST SEASON

After the season is over, see how your bank is holding up. Now is also the time to re-sign your team and sponsors.

- ❖ You can race for up to 20 seasons.

CAREER TIPS

KEEP UP-TO-DATE

- ❖ Make sure to check the Team Management menu after each race. The News box informs you of important events and changes in your race team.

IMPROVE YOUR RACE CAR

- ❖ Utilize the R&D option on the Team Management menu to research new technology. And after the research is complete, you can have your builders use it to create new equipment.
- ❖ To install the equipment into your car, select CARS from the Garage menu and have them drop it in.
- ❖ Builders with higher stats can construct equipment more quickly and with better ratings.

MAINTAIN YOUR EQUIPMENT

- ❖ Your car's Condition deteriorates after a race depending upon how much damage and other abuse it sustained.
- ❖ The lower your car's Condition, the lower its ratings. The minimum value is 50.
- ❖ At the Garage menu, use your builders to repair damaged equipment or overhaul and incorporate it with some of your new R&D.
- ❖ You can sell obsolete engines and chassis for cash, but be make sure to keep enough backup equipment around to use for repairs.

FEATURES

You can create your own car and driver, view and/or activate your Thunder Plates, and see what your best lap times are for Quick Race, Season, and Career modes.

CREATE-A-CAR

Design the perfect NASCAR ride and your very 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. Continue as you would when creating a car in Career mode (> p. 14). The only difference is that you have more sponsor choices available than when you first begin a career.

To use a previously created car/driver:

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

- In Quick Race or Season, press **↑/↓** until you find your created driver's name and then press **A**.
- In Career mode, select MODIFY from the Create-A-Car menu. Press **←/→** until your created car appears, then press **A**.

THUNDER PLATES

See which plates you've earned, or turn their effects **ON** and OFF.

To activate a Thunder Plate:

1. From the Features menu, choose THUNDER PLATES. The Thunder Plates screen appears.
 2. Pull **L/R** to turn the page and view more Thunder Plates.
 3. Press **⊙** to highlight the plate you want to turn ON and press **Y**.
- Use this to control the legend drivers that appear in races and to deactivate plates for unassisted qualifying in Quick Race and Season.



BEST LAPS

To view your best laps:

- From the Features menu, choose BEST LAPS. The Best Laps screen appears.
- Press / to cycle between Quick Race, Season, and Career laps.
- To delete a record, highlight the lap time you want deleted and press **A** or .
- To delete all best lap records, press **Y**.

CREDITS

ELECTRONIC ARTS TIBURON

Lead Programmer: Mike Balfour

Programmers: Henry Allen, Jon Burgess, Ben Brooks, Shu Cheah, Brad Cupit, Harold Hirsch, Chris Hynes, Stephane Imbert, Alex Levato, Anthony Marinello, Shawn Nash, Jason Parker, Chris Schornstein

Development Manager: Kim Olivera

Development Director: Marco Busse

Modelers: Ron Amador, Dante Duphorne, Mark Flewelling, Matt Flewelling, Ymir Jonsson, David Keimach

Texture Artists: Thomas Leyva, Zachary Wilson

Animator: Jamie Wicks

Interface Design: John Gnuetchel, Ralph Strean

Art Production Manager: Jene Omens

Assistant Producer: Matt Lewis

Associate Producer: Trevor Jalowitz

Producer: Scott Stutsman

Director, NASCAR Production: Ed Martin

Director of Software Development: Dale Jackson

Studio Art Director: John Turk

Executive Producer: Steven Chiang

Studio General Manager: John Schappert

Programmers: Gary Dezern, Jason Hochstadt, Ryan Stradling, Michael Weilbacher

Technical Artist: Wesley Grandmont

CG Supervisor: Jim Spoto

Technical Director: Rob Moore

Director of Tools & Technology:

Dave Swanson

Lead Audio Engineer: Sergei Kossenko

Assistant Audio Designer: Mike Reed

Commentary Audio: Jason Ostresh, Joe Feeney

Driver Database: Donny Moore, Cedric Carty

Central Production Manager: Oge Young

Senior Video Specialist: Kelly Austin

Senior Product Manager: Tom Goedde

Director of Marketing: Todd Sitrin

Support: Mark Mongie, Don Barnes, Andrew Britton, Marcus Cenci, Tommy Cinquegrano, Scott Gilbert, Aaron Jeromin, JT McFarland, Eddie Myers, Avi Renick, Ted Sedberry, Gianvito Serra, Paul Teall, Joe Vance

QA Lead: Ryan Ferwerda

QA Testers: Brian Holecko, Mark Seifert, Jason Tate, Jonathon Foote, Jessie Windham, Ian Colburn, Eric Griswold, Scott Ackerman, Sean Hales, Marc Jarrett, Jeremy Nielsen, Rick Lopez, MarkTravaglini, Jimmy Sheppard

Production Tester: Chris Pio

Senior QA Lead: Alex Plachowski

Manager of Quality Assurance: Eric Zala

Music Licensing: Beverly Koeckeritz

Music Supervisor: Steve Schnur

MRNTM Radio™ Talent: Joe Moore, Barney Hall, Winston Kelley, Eli Gold

MUSIC

"Magic Carpet Ride"

Performed by Steppenwolf

Written by John Kay and Rushton Moreau

© 1968 Universal Duchess Music Corporation (BMI) on behalf of itself and Kings Road Music (BMI)

© Recording courtesy of MCA Records Under license from Universal Music Enterprises

From "20th Century Masters: The Best Of Steppenwolf The Millennium Collection"

"Get Away"

Performed by (hed) p.e.

Written by Jahred, M. Young

© 2002 Zomba Enterprises Inc./M.C.U.D Music / Mawk Music.

All administered by Zomba Enterprises Inc. (ASCAP)

© 2002 Recording courtesy of Jive Records

"Circles"

Performed by nonpoint

Written by nonpoint

© 2002 Hand Facey Music (ASCAP)

Recording courtesy of MCA Records Under License from Universal Music Enterprises

From "Development"

"Get Outta My Dreams, Get Into My Car"

Performed by Fenix TX

Written by Leslie Sebastian and R. J. Lange
Courtesy of Aqua Music Ltd / Zomba Music Publishers Ltd.

Administered by Zomba Enterprises Inc. for the US and Canada (ASCAP)

Recording courtesy of MCA Records Under license from Universal Music Enterprises

From "NASCAR on Fox: Crank It up"

Additional Music: Edd Kalehoff, Kalehoff Productions, Inc.

ELECTRONIC ARTS REDWOOD SHORES

Senior PR Specialist:

Scott Gamel

VP, Marketing: Chip Lange

Documentation: Rich Ridlen

Documentation Layout: Christopher Held

Senior Packaging Project Manager:

Cole Bronn

Package Design: POPGUN Design

Package Art Direction: Electronic Arts Creative Services

Package Photography:

Robert Laberge and John Ferrey, Allsport

CQC: Darryl Jenkins, Dave Knudson, Andrew Young, Tony Alexander, Anthony Barbagallo, Simon Steel, Russell Medeiros, Eron Garcia

SPECIAL THANKS

Adele Goodman, Al Smith, Alan Vordemeier, Amy Hicks, Armando Fitz, Barnes Laney, Benny Parsons, Blake Davidson, Bob Brannan, Bobby Labonte, Brad Morgan, Bruce Stone, Charles Lockhart, Cheryl King, Chris Sauter, Chuck Spicer, Cindy Basinger, Crissy Hillsworth, Dan Pardus, Danielle Randall-Baur, Dave Alpern, Dave Mackey, Dave Nichols, Dick Paysor, Don Hawk, Doug Stringer, Eric Giangordano, Erin Hunter, Gary Greene, Gene Haskett, George deBidart, George Dennis, George Pyne, Jack Ahern, James Finch, Jamie Rodway, Jessica Overman, Jim Hannigan, JJ Damato, Joe Carver, Joe Hedrick, Joey Joulwan, Joie Chitwood, Jon Miller, Josh Neelon, Karen Pensen, Katrina Goode, Keith Barnwell, Ken Alexander, Ken Patterson, Kristi Jones, Larry Clement, Leslie Bengel, Linda Latiuk, Mandy Misiak, Marcus Smith, Marta Leonard, Michelle Emser, Mike Brown, Renee Sanders, Rich O'Connor, Richard Petty, Rick Edwards, Rick Humphrey, Robert Pallo, Robin Wawak, Ronny Russell, Sam Flood, Sasha Soares, Scott Brewer, Scott Hammonds, Steve Harrison, Steve Sheperd, Sue Finch, Tad Geschickter, Terry Smith, Tim Sullivan, Todd Wilkerson, Tom Underdahl



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.

NOTICE

Electronic Arts reserves the Right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All Rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

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

TECHNICAL 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.

EA TECH SUPPORT CONTACT INFO

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

FTP Site: <ftp.ea.com>

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City, CA 94063-9025

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

In Australia, contact:	In the United Kingdom, 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 & Tips, phone: 1 902 261 600 (95 cents per minute.) CTS 7 days a week 10 AM-8 PM. If you are under 18 years of age parental consent required.

Software and documentation © 2002 Electronic Arts Inc. All rights reserved.

Electronic Arts, the Electronic Arts logo, EA SPORTS, the EA SPORTS logo, and "if it's in the game, it's in the game" 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.



DRIVERS

John Andretti name and/or likeness used under license by Petty Marketing Company, LLC. "The General Mills trademarks used under license."

© 2002 Ultra-Evernham, L.C.C. Sirius Satellite Radio

The 'Valvoline' trademarks, and Johnny Benson's name and/or likeness used by authority of MBV Motorsports, LLC, Concord, NC. © 2002 MBV Motorsports/Johnny Benson Enterprises, 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. © 2002 Caterpillar.

® Unless otherwise indicated, all trademarks are owned by Newell Rubbermaid, Inc. or its subsidiaries, and are used by permission. All rights reserved. Kurt Busch's and Roush Racing's name and/or likeness used by authority of Roush Racing, Livonia, Michigan.

Name signature and likeness of Ricky Craven are licensed by Hawk Sports Management L.L.C.. © 2002 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.

© 2002 Evernham Motorsports, LLC. Bill Elliott trademarks licensed by CMG Worldwide. Dodge® is a registered trademark of DaimlerChrysler Corporation.

© 2002 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. ©2002 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 "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 Jeff Green are trademarks of Jeff Green Enterprises, Incorporated, and are used under license from Jeff Green Enterprises, 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.

© 2002 Schneider Electric, All rights reserved. SCHNEIDER ELECTRIC, SQUARE D, D, MERLIN GERIN, TELEMECANIQUE and MODICON are registered trademarks of Schneider Electric or its related companies and are licensed by TMDG, Charlotte, NC. Andy Petree Racing and Bobby Hamilton are licensed under the authority of Andy Petree Licensing. Flat Rock, NC. 2002 For very small products:© 2002 Schneider Electric

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 the United Parcel Service of America Inc. and used under license. Dale Jarrett and Robert Yates Racing trademarks are used under license.

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 paises. © 2002 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 Gnassi Racing with Felix Sabates. Trademark Usage by License of COORS BREWING COMPANY, GOLDEN, COLORADO

Roush Racing's and Mark Martin's name and/or likeness used by authority of Roush Racing, Livonia, MI.

© 2002 Evernham Motorsports, LLC. Dodge® is a registered trademark of DaimlerChrysler Corporation.

© 2002 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 name, signature and likeness of Steve Park are licensed under the administration of Dale Earnhardt, Inc. Licensed by Steve Park Motorsports, L.L.C. The stylized #1, likeness of the #1 race car and the Dale Earnhardt, Inc. crest or script logo are under the administration of Dale Earnhardt, Inc. Pennzoil® is registered trademark of Pennzoil-Quaker State Co. Kyle Petty name and/or likeness are 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. Texaco Havoline®, Robert Yates Racing and Ricky Rudd are used under license.

The 'Motorcraft' trademarks, Wood Brothers Racing and Elliott Sadler's name and/or likeness used by authority of Roush Racing, Livonia, MI



TM/® M&M'S, M and the M&M'S Characters are trademarks of Mars, Inc and its affiliates. Manufactured and distributed under license by Electronic Arts, Inc. © Mars, Inc. 2002. TM/©/® Mars, Inc. 2002 © 2002 MB2 Motorsports/KSR, Inc. TM/® SNICKERS, SKITTLES, STARBURST, KUDOS, COMBOS and TASTE THE RAINBOW are registered Trademarks of Mars, Incorporated and its affiliates, and are under license. TM/® PEDIGREE and the ROSETTE DESIGN are trademarks of Kal Kan Foods, Inc. © Mars, Inc.

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.

© 2002 Chip Ganassi Racing with Felix Sabates. All rights reserved.

"Tony Stewart®", "#20®" and "The Home Depot®" licensed under authority of Joe Gibbs Racing, Huntersville, NC 2002 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.

©2002 General Nutrition Centers

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.

TRACKS

Chicagoland Speedway™ used under license.

Dover Downs International Speedway™ used under license.

Indianapolis Motor Speedway® 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®, Infineon Raceway®, Las Vegas Motor Speedway®, Lowe's Motor Speedway®, 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™

OTHER

Ford, Taurus and vehicle model body designs are trademarks of Ford Motor Company and used under license to Electronic Arts, Inc.

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.

Dolby and the Double-D symbol are trademarks of Dolby Laboratories.

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

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

EA SPORTS™ is an Electronic Arts™ brand.

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 Agfa Monotype's complete Font software End User License Agreement please go to their website www.agfamonotype.com.



PROOF OF PURCHASE
NASCAR THUNDER 2003

