

# Get EA Cheat Codes and Game Hints

Register online at  
[www.eagamereg.com](http://www.eagamereg.com)

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

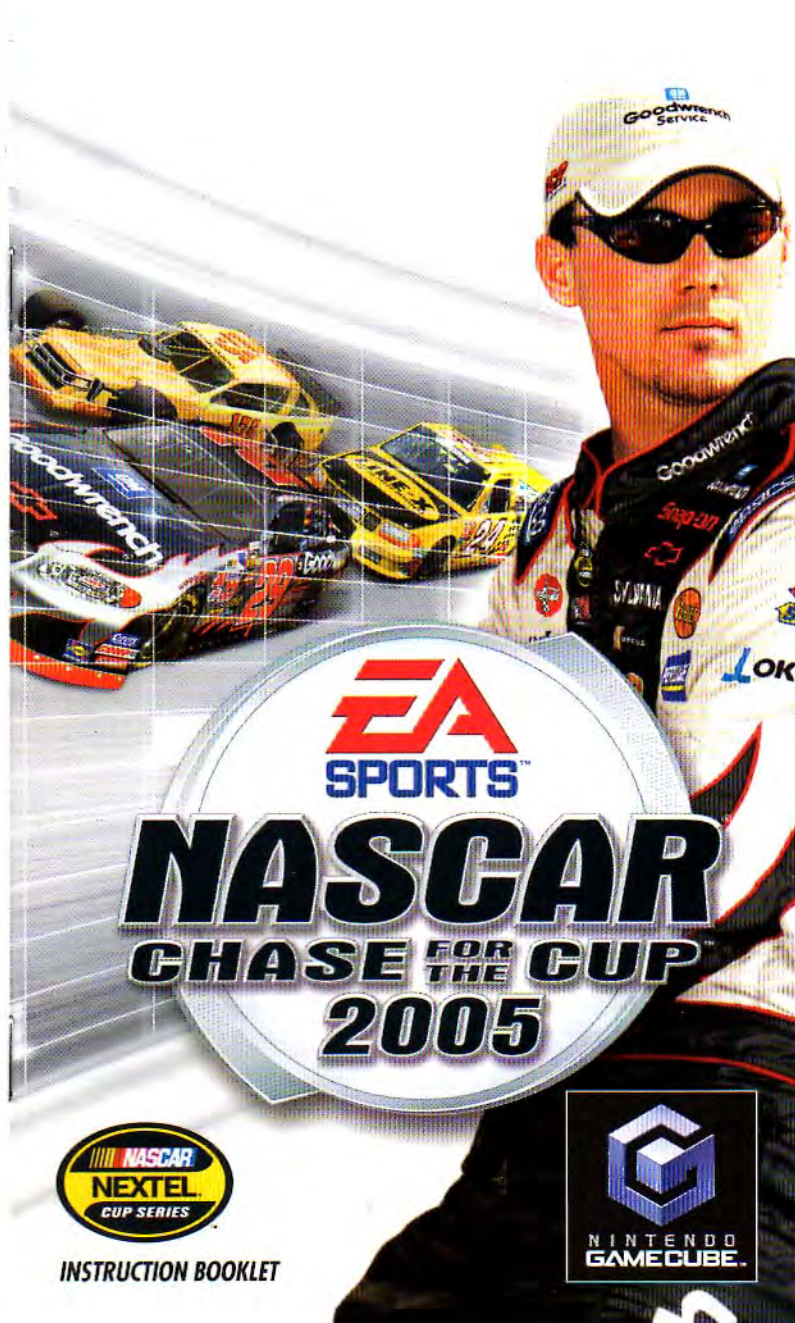
GAME ACCESS CODE:

**EmuMovies**

*It's Fast. It's Easy. It's Worth It!*



Electronic Arts Inc. 209 Redwood Stores Parkway, Redwood City, CA 94065.  
© 2004 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, EA SPORTS, EA SPORTS BIG and all associated logos are trademarks or registered trademarks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS™, EA SPORTS BIG™, and EA GAMES™ are Electronic Arts™ brands. All other trademarks are the property of their respective owners. 1480405 Printed in USA



INSTRUCTION BOOKLET





**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**▲ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	↓ Loss of awareness
Altered vision	Involuntary movements	✱ Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**▲ WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

**▲ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**▲ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

**▲ CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only. Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.



**THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.**



**THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.**



**THIS GAME IS COMPATIBLE WITH PROGRESSIVE SCAN MODE TVs.**



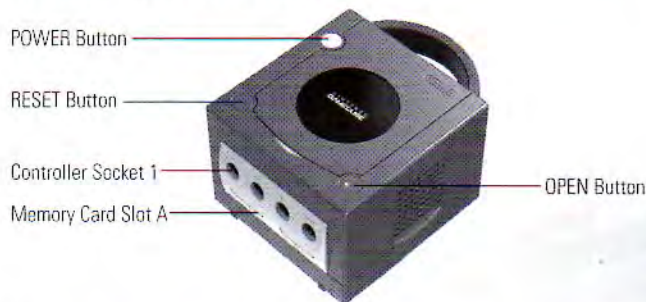
LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO. © 2001 NINTENDO. ALL RIGHTS RESERVED.

## GETTING STARTED

### NINTENDO GAMECUBE™



1. Turn OFF the Nintendo GameCube™ by pressing the POWER Button.
2. Make sure a Nintendo GameCube™ Controller is plugged into the Nintendo GameCube™ Controller Socket 1.
3. Press the OPEN Button to open the Disc Cover then insert the *NASCAR® 2005: Chase for the Cup™* Game Disc into the Optical Disc Drive. Close the Disc Cover.
4. Press the POWER Button to turn on the Nintendo GameCube™ and proceed to the *NASCAR 2005: Chase for the Cup* title screen. If you can't proceed to the title screen, begin again at step 1.
5. At the *NASCAR 2005: Chase for the Cup* title screen, press **START/PAUSE** to advance to the Main menu.

## CONTENTS

<b>COMMAND REFERENCE</b> .....	<b>4</b>
<b>COMPLETE RACING CONTROLS</b> .....	<b>5</b>
<b>FIGHT TO THE TOP</b> .....	<b>5</b>
<b>ON THE TRACK</b> .....	<b>7</b>
<b>OTHER RACE MODES</b> .....	<b>8</b>
<b>MY NASCAR®</b> .....	<b>9</b>
<b>OTHER FEATURES</b> .....	<b>9</b>
<b>SAVING AND LOADING</b> .....	<b>10</b>
<b>LIMITED 90-DAY WARRANTY</b> .....	<b>10</b>

For more information on *NASCAR 2005: Chase for the Cup* and other EA SPORTS™ titles, visit EA SPORTS on the Web at [www.easports.com](http://www.easports.com).



## COMMAND REFERENCE

### NINTENDO GAMECUBE™ CONTROLLER CONFIGURATIONS



#### MENU CONTROLS

Highlight menu item	+Control Pad or Control Stick ↕
Change highlighted item	+Control Pad or Control Stick ⇔
Select/Go to next screen	A Button
Cancel/Return to previous screen	B Button

#### PROGRESSIVE SCAN MODE

This game can be set to display a higher resolution image on TVs that support progressive scan mode. In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit [www.nintendo.com](http://www.nintendo.com) or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in Progressive Mode?" appears. Select YES to activate the mode. Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

## COMPLETE RACING CONTROLS

Steer	Control Stick ⇔
Throttle	R Button
Brake/Repair	L Button
Reverse (when stopped)	X Button
Change view	Y Button
Shift up/down (manual transmission only)	C Stick ↕
Intimidator	B Button
Toggle HUD (Head Up Display)	+Control Pad ↕
Share Draft	A Button
Toggle rear view mirror ON/OFF	+Control Pad ⇔
Pause game	START/PAUSE

## FIGHT TO THE TOP

Build a storybook career as you work your way through the NASCAR® Featherlite Modified Series, NASCAR® Craftsman Truck Series, NASCAR® National Series, and NASCAR® NEXTEL Cup Series ranks in all-new Fight to the Top mode. Earn money and prestige as you win races and build a racing empire. It all begins when Ryan Newman challenges you to a race in New York City. If you win the race, you can continue in the Fight to the Top mode (see below).

#### FIGHT TO THE TOP MENU

When you first enter Fight to the Top mode, review the phone message from your agent. He can point you in the right direction to jump-start your racing career.

**Select Event** Review the schedules for different weeks, and then select the event you want to enter.

**Early in your career you may find empty weeks in your schedule. Press the R Button to skip to the next week.**

**Race Shop** Sign driver contracts or buy teams to race in any of the four racing series. Manage your purchased teams from your Race Shop.

**You must complete your first season under contract before you may buy a team.**

- ❖ As a driver, just focus on racing. Finish well, increase your Prestige rating, and draw interest from better-funded teams that invite you to prove your skills in Test Sessions. Perform well there, and you'll soon receive offers for better rides.
- ❖ As a driver/owner you earn more money, but you also must manage all aspects of your team. After you buy a new team, you need to sign a sponsor, train your pit crew, create your car's paint scheme, and manage your merchandising.



## FIGHT TO THE TOP CONT.

**You cannot be a driver and a driver/owner in the same series during a season. If you are under contract in a series, you cannot purchase a team in that series until after your contract expires. Make your team decisions at the beginning of each season.**

When competing in multiple series at the same time, multiple events may occur on the same day. However, you can't be in two places at once. As an owner, you can hire a driver to race an event for you. Select HIRE DRIVER, and choose the driver who best fits your budget.

**Game Status** Check your prestige, fan support, cash reserves, and overall progress in your Fight to the Top.

**My NASCAR®** For more information, see p. 9.

### SEASON INFO

Track your progress through the NASCAR season using the Calendar, Contract History, Track Performance, Season Standings, and Pole Awards.

### PHONE MESSAGES

Read your phone messages from time to time, as your agent brings you news of offers from other teams and sponsors, as well as tips on events on your calendar, and helpful game advice. After you listen to a message, it is stored in the Phone Messages screen.

### HEROES, VILLAINS, FANS, AND PRESTIGE

In Fight to the Top mode, you can choose to be a Hero or a Villain. Remember, your performance on the track earns you more than money.

❖ Your Hero or Villain status is displayed in the Fight to the Top Main menu.

**Hero** Heroes fight to win without using tactics that could anger other drivers. They can also Share Draft with other drivers more easily.

**Villain** Villains do whatever it takes to win—even if that means knocking other drivers out of the race. Villains can also intimidate other drivers more easily using the Intimidator control.

**Prestige** Perform well on the track and you increase your Prestige. Drivers with high Prestige receive offers to drive in Test Sessions. Drive well in a Test Session, and you can earn contracts to compete in better racing series.

**Fan Support** Fans flock to drivers who know how to win, Hero or Villain. They also like drivers who take time to sign autographs. Adding fans means you make more money from your merchandise trailer.

### SHOWDOWN AND CHARITY RACES

**Showdown Races** If your fan support grows high enough, or if you build an intense rivalry, other drivers may challenge you to one-on-one races in production cars. Winning some Showdown Races may unlock a production car for use in Race Now mode.

**Charity Races** Drivers with high prestige get invited to race in Charity Races. Only the best of the best are invited to compete here. While there is no prize money in a Charity Race, you can earn extra Hero/Villain points, a Skill Point bonus, fans, or all of the above.

## ON THE TRACK

While racing, you have to be aware of your surroundings at all times. Read this section to prepare yourself for NASCAR racing.



### DRAFTING, FLAGS, AND SKILL POINTS

#### Grudges & Alliances

When you bang into or intimidate another car, that car's driver may remember it on the next lap or even the next race. Similarly, if you let a driver share draft off of you, you can become allies, and you may gain some help from him on a later lap. A red icon displayed above a car indicates that driver holds a grudge against you.

#### Standard Drafting

When you pull up close to the bumper of the car in front of you, both cars can go faster than if they were driving separately. Additionally, you can save gas. The blue meter shows the current strength of the regular draft.

#### Share Draft

When the green draft meter fills to the top, press the **A** Button to Share Draft with the car in front of you. Share Draft increases the speed of both cars and improves your relationship with the other driver. The green meter fills faster if your driver is a Hero.

#### Intimidator

Similar to drafting, you can intimidate other drivers with your car. To be an Intimidator, approach the bumper of another car. When the red draft meter fills completely, press the **B** Button to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but that driver may also hold a grudge against you. The red meter fills faster if your driver is a Villain.

#### Flags

During the course of a race, flags are displayed to indicate changes in track conditions. A yellow flag means that you must slow down and maintain your current position in the field.

**There are no yellow flags in Featherlite or Production Car races.**

#### Pit Stops

During longer races, you have to make pit stops to refuel, get new tires, and repair your car. When you enter pit row, you must enter at 70 mph or below. You can change your pit options before you reach your stall. For more information, see Pit Options on p. 8.

**Pit stops are not allowed in Featherlite and Production Car races.**



## ON THE TRACK CONT.

**Skill Points** Earn Skill Points in each race (excluding multiplayer modes) by driving well and completing laps without damaging your car. Use Skill Points to purchase Thunder Plates that unlock tracks, cars, sponsors, and more. For more information, see p. 9.

## PAUSE MENU

From the Pause menu, you can review your Pit Options and Game Options, or you can resume, restart (Race Now mode only), or quit the race.

**Pit Options** For the next pit stop, you can make changes to your setup or set (via Pause menu) the amount of fuel and number of tires to add. An increase to any of these settings adds time to your pit stop.

## OTHER RACE MODES

To acquire Skill Points that can be spent on Thunder Plates, try the Lightning Challenge, Dodge SpeedZone, and Chase for the Cup™ modes.

## RACE NOW

To take the green flag as fast as possible, select RACE NOW. In the Race Now Settings screen, you can choose the series in which you want to race: NASCAR NEXTEL Cup Series, NASCAR National Series, NASCAR Craftsman Truck Series, NASCAR Featherlite Modified Series, and Production. Each series features its own type of cars.

- To play a multiplayer game in Race Now or Season Modes, plug in a second Nintendo GameCube™ Controller and highlight PLAYERS. Then, use the **+**Control Pad or Control Stick **⇒** to select 2. You and a friend can now race head-to-head.
- The Production Cars series allows you to race any production cars you have unlocked in Fight to the Top mode.
- In the Pre-Race menu, you can choose to Practice on the track or attempt to Qualify for the race. After qualification, you can use the Happy Hour session to fine-tune your car's setup.

## CAR SET-UP PRESENTED BY AUTOZONE

In the Car Set-up screen, you can make adjustments in your car's set-up to match conditions on the current track. To return your car to its default setup, select DEFAULT SET-UP.

## SEASON

Race an entire NASCAR season in any of the four series. In the Difficulty screen, select your series, the number of races in it, the difficulty level, and the length of each race.

## LIGHTNING CHALLENGE

Relive some of NASCAR Racing's greatest moments of the past year. When you complete a Lightning Challenge, you earn Skill Points, which can be spent on Thunder Plates.

## SPEEDZONE

Practice specific skills such as passing, blocking, and drafting. Win the challenge, and earn Skill Points to buy Thunder Plates.

## CHASE FOR THE CUP™

Be a part of NASCAR Racing's exciting new scoring system. The Chase begins with ten races left in the season, with each driver separated by five points in the standings. If you win the Chase, you earn Skill Points based on your selected difficulty settings and your starting position in the Chase field.

In the Contenders List, add individual drivers to your field, or let the computer fill out the field automatically.

## MY NASCAR®

Review your Skill Points, Thunder Plates, and Best Lap times, or adjust your game settings. You can also Save and Load your progress.

## THUNDER PLATES

When you earn Skill Points, you can use them to buy Thunder Plates, which unlock tracks, cars, sponsors, and more.

## SKILL POINTS

In the Skill Points screen, you can see your total Skill Points earned and a list of available bonus tasks and the rewards you can earn by completing them in-game.

## SETTINGS

Use the Gameplay, Controller, Music and Audio controls to adjust your game settings.

## OTHER FEATURES

### CUSTOM CAR GARAGE

Design your own custom cars to use in any of the four NASCAR series in Race Now, Season, and Chase for the Cup™ modes. After you select the series and a car skin, the Modify Paint Scheme screen lets you access areas where you can change your car's graphics, sponsor decals, and paint colors. For each series, you can store up to four cars.

### EA SPORTS™ EXTRAS

Check out the EA SPORTS Extras to see the people who made the game. Select REPLAY PROLOGUE to race Ryan Newman in New York again.



## SAVING AND LOADING

Keep track of your records, settings, and more by saving your game file to a Nintendo GameCube™ Memory Card.

### TO SAVE YOUR GAME PROGRESS:

1. From the My NASCAR® menu, choose SETTINGS. In the Settings screen, select SAVE.
2. The Save menu appears. Highlight a NEW SAVE slot, and press the A Button.
- ➔ To overwrite an existing save file, highlight the save file you wish to replace and press the A Button.
- ❖ You can toggle AutoSave OFF/ON in the Save screen.

### TO LOAD SETTINGS:

1. From the My NASCAR® menu, choose SETTINGS. In the Settings screen, select LOAD to load your game.
2. The Load menu appears. Highlight the game you wish to load and press the A Button.

## 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 MAILING ADDRESS

Electronic Arts Customer Warranty, P.O. Box 9025, Redwood City, CA 94063-9025

### EA WARRANTY CONTACT INFO

E-mail and Website: <http://techsupport.ea.com>  
Phone: (650) 628-1900

### 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.

**TECHNICAL SUPPORT**—If you need technical assistance with this product, call us at (650) 628-4322.

### HOW TO REACH US ONLINE

E-mail and Website: <http://techsupport.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 **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 and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week. If you are under 18 years of age parental consent required.

**Package Cover Photography:** Brian Cleary/Ikon SMI

Certain clip art images copyright © 2004 Electronic Arts Inc. and its licensors.

© 2004 Electronic Arts Inc. Electronic Arts, EA, 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, the NASCAR bar logo, and Chase for the Cup are all trademarks of the National Association for Stock Car Auto Racing, Inc. SUBWAY is a registered trademark of Doctor's Associates Inc. National Guard used by permission of the National Guard Bureau. Roush Racing and Greg Biffle's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. "Jeff Burton's name and/or likeness used by authority of Roush Racing, Livonia, MI." Copyright 2004 NetZero. Inc. NetZero is a registered trademark and the NetZero logo is a service mark of NetZero, Inc. Copyright 2004 Haas Automation, Inc. Roush Racing's and Kurt Busch'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 and Likeness of Ricky Craven are licensed by Hawk Sports Management, L.L.C. © 2004 HSM, L.L.C. All rights reserved. Title, the Bullseye Design, Downy, Mr. Clean and Mr. Clean Man 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. © 2004 J.G. Motorsports, Inc. The name and likeness of Jeff Gordon and the likeness of the #24 DuPont Chevrolet is used under license granted by J.G. Motorsports, Inc. ©2004 J.G. Motorsports, Inc. Jeff Gordon name, likeness and signature and likeness of the J.G. Motorsports Inc. #24 DuPont/Regal 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, LLC, and are used under license from Richard Childress Racing Enterprises, LLC. The name, likeness and signature of Robby Gordon are trademarks of Team Gordon, Incorporated, and are used under license from Team Gordon, Incorporated. "Circular", "Circular Wireless" and the Circular Logo are Trademarks of Circular Wireless LLC, and are used under license from Circular Wireless LLC. Jeff Green name and/or likeness used under license by Petty Marketing Company. Miller's trademarks used under license. "The Stylized" 29", the likeness of the Number 29 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, LLC, and are used under license from Richard Childress Racing Enterprises, LLC. 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 trademarks of United Parcel Service of America, Inc. and used under license. Dale Jarrett and Robert Yates Racing trademarks are used under license. © 2004 J.G. Motorsports, Inc. The name and likeness of the driver and the likeness of the #45 Lowe's Chevrolet are used under license granted by J.G. Motorsports, Inc. Penske-Jasper Racing trademarks and trademarks, including the #77 and the name and likeness of Brad Keselowski and Brendan Gaughan's name and/or likeness are granted by license from Penske-Jasper Racing Company. KODAK, EASY SHARE, OFOTO and Trade Dress are trademarks of Eastman Kodak Company used under license. JASPER marks are registered trademarks of Jasper Engine and Transmission Exchange, Inc. ©/ © 2004 Evernham Motorsports, LLC. 9# and the E with checkered flag are registered trademarks of Evernham Motorsports, LLC. Dodge® is a registered trademark of DaimlerChrysler Corporation. "The yellow/black color scheme is a trademark for DEWALT Power Tools and Accessories: The DEWALT® trademarks, Roush Racing and Matt Kenseth's name and/or likeness used by authority of Roush Racing, Livonia, MI." "Bullseye Design", "Downy", "Mr. Clean" and "Mr. Clean Man Design" are trademarks used under license of The Procter & Gamble, Inc. TM, © Kelllogg Canada Inc. in/vars Canada. TM, © Kelllogg Company elsewhere/serbut all other trademarks © 2004 Kelllogg Company. Used under license/utilize sous license/par licence. © 2004 America's Dairy Farmers and Milk Processors. got milk!® is a registered trademark of the California Milk Processor Board. © #5 design. © Hendrick Motorsports. Used under license/utilize sous license/par licence © 2004 Hendrick Motorsports. © 2004 Sterling Martin. Chip Ganassi Racing with Felix Sabates. All rights reserved. "Roush Racing's and Mark Martin's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. Pitzer and the blue diamond tablet shape are registered trademarks of Pitzer Inc. Used under license." © 2004 Jamie McMurray, Chip Ganassi Racing with Felix Sabates. All rights reserved. "Trademarks with permission of Chevron Texaco." © 2004 Casey Mears, Chip Ganassi Racing with Felix Sabates, Target, The Bullseye Design and Target are registered trademarks of Target Brands, Inc. Used under license. All rights reserved. Joe Nease/Chick Name and Likeness Licensed by © 2004 MB2 Motorsports, LLC / IAM-JFN, 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. ©2004 U.S. ARMY. ©2004 USG Corporation USG and SHEETROCK Brand names and marks licensed by The Specialized Marketing Group, Inc., Deerfield, Illinois. Penske Racing South, Inc. trademarks, including the #12 and the likeness of the racer, and Ryan Newman's name and/or likeness are granted by license from Penske Racing South, Inc. ALTEL marks are registered trademarks of ALTEL Corp. ExxonMobil marks are registered trademarks of ExxonMobil Corp. SONY marks are registered trademarks of SONY Corporation. Kyle Petty name and/or likeness used under license by Petty Marketing Company, L.L.C. The Georgia-Pacific trademarks are used under license. The "Valvoline" trademarks, and Scott Riggs' name and/or likeness are used by authority of MBV Motorsports, LLC, Concord, NC. ©2004 MBV Motorsports/Scott Riggs Enterprises, Inc. Eagle One® The registered trademark of Asiatic, Inc. Eagle One Industries, Inc. A Division of Asiatic, Inc. ©2004 MBV Motorsports/Scott Riggs Enterprises, Inc. The Ford Motor trademarks "Woo Brothers Racing" and "Picky Puddy'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 2004. Elliott Sadler and Robert Yates Racing are used under license. The Stylized "30", the likeness of the Number 30 Race Car and the RCR Checkered Flag Logo are Trademarks of Richard Childress Racing Enterprises, LLC, and are used under license from Richard Childress Racing Enterprises, LLC. The name, likeness and signature of Johnny Sauter are trademarks of John Sauter Enterprises, Inc. and are used under license from John Sauter Enterprises, Inc. "America Online" "AOL" "AOL for Broadband" and the AOL Logo are registered trademarks of America Online, Incorporated, and are used under license from America Online, Incorporated. "F2000" and "The Home Depot" are trademarks of Home Depot, Inc. under authority of Joe Gibbs Racing, Huntersville, NC. ©2004 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. Scott Wimmer and Bill Dav's Racing trademarks and likenesses are used under license from Caterpillar Inc. CAT, CATERPILLAR and their design marks are registered trademarks of Caterpillar Inc. ©2004 Caterpillar Inc. CNR is a registered service mark of General Motors Association. Caterpillar and / or likeness used by Hendrick Motorsports. ©2004 Hendrick Motorsports. 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. The Charter Communication trademarks, "Roush Racing" and Greg B-file's name and/or likeness used by authority of Roush Racing, Livonia, MI. Roush Racing's and Jeff Burton's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. ©2004 SDPS Products. All rights reserved. "NASCAR" is a registered trademark of NASCAR. "NASCAR" and / or likeness used by authority of Roush Racing, Livonia, MI. © Bayer Corporation. Roush Racing's and Mark Martin's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. ©2004 SDPS Products. All rights reserved. Paul Menard, Andy Petree Racing and Menards are licensed under the authority of Andy Petree Licensing, Flat Rock, NC. 2004. The Superchips, Inc. trademarks, and Carl Edward's name and/or likeness used by authority of Roush Racing, Livonia, MI. Roush Racing's and Jon Wood's name and/or likeness used by authority of Roush Racing, Livonia, Michigan. Chicagoland Speedway™ used under license. Dover International Speedway® used under license. Monster Mile® Concrete Monster™ Monster Truck®. Indianapolis Motor Speedway® is a registered trademark of Brickyard Trademarks, Inc. used under license. NHRA and the NHRA names, track names and logos, including INP and Indianapolis Raceway Park, are service marks, trademarks and/or registered trademarks of the National Hot Rod Association. Martinsville Speedway™ used under license. Milwaukee Mile used under license. "New Hampshire International Speedway", "Magic Mile", "Luoto 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. 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. ©2004. CALIFORNIA SPEEDWAY®, DARLINGTON RACEWAY®, DANLINGTON®, TOU TOU TOU FAME®, DAYTONA INTERNATIONAL SPEEDWAY®, DAYTONA, DAYTONA SPEEDWEKS®, SPEEDWEEKS®, DAYTONA USA®, DAYTONA 500®, THE GREAT AMERICAN RACE™, HOMESTEAD - MIAMI SPEEDWAY®, KANSAS SPEEDWAY®, MICHIGAN INTERNATIONAL SPEEDWAY®, MIS®, NAZARETH SPEEDWAY®, NORTH CAROLINA SPEEDWAYS®, THE ROCK®, PHOENIX INTERNATIONAL RACEWAY®, THE PHOENIX MILE™, PIR™, WORLD'S FASTEST ONE-MILE-PAVED OVAL™, COPPER WORLD CLASSIC®, RICHMOND INTERNATIONAL RACEWAY®, RACING PERFECTION™, THE ACTION TRACK®, TALLADEGA SUPERSPEEDWAY®, TALLADEGA®, WATKINS GLEN®, THE GLEN®, WATKINS GLEN INTERNATIONAL®, NEW YORK'S THUNDER ROAD™, Ford Oval, Ford Racing and nameplates are registered trademarks owned and licensed by Ford Motor Company. Chevrolet, Chevy, the "Bow Tie" Emblem, Monte Carlo, and all related Emblems and vehicle body designs are General Motors Trademarks used under license to Electronic Arts Inc. Dodge is a trademark of DaimlerChrysler Corporation. Dodge Viper, Dodge SRT-4, Dodge Magnum and their trade dress are used under license by Electronic Arts Inc. © DaimlerChrysler Corporation 2004. 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 CDCA-COLA, C&KE 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. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

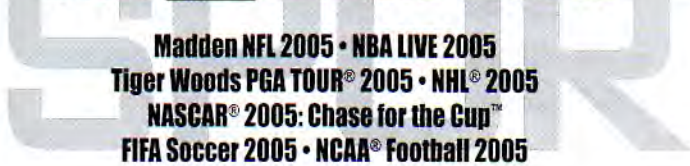
**IMPORTANT LEGAL INFORMATION**

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" and "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted. This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department. The contents of this notice do not interfere with your statutory rights. This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.

**PROOF OF PURCHASE**  
**NASCAR 2005: Chase for the Cup**  
 1480405

0 14633 14804 6 00100

**SAVE YOUR SEASONS**  
 Use Nintendo's 1019 Memory Card  
 to save entire EA SPORTS™ Seasons.



- Madden NFL 2005 • NBA LIVE 2005
- Tiger Woods PGA TOUR® 2005 • NHL® 2005
- NASCAR® 2005: Chase for the Cup™
- FIFA Soccer 2005 • NCAA® Football 2005



EA, EA SPORTS, John Madden Football, NFL, NBA, Tiger Woods, PGA TOUR, NHL, NASCAR, Chase for the Cup, FIFA and NCAA are trademarks of their respective owners and used with permission.