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.

EA SPORTS™
NHL 2003

UNPARALLELED STICK HANDLING

SPECTACULAR SAVES
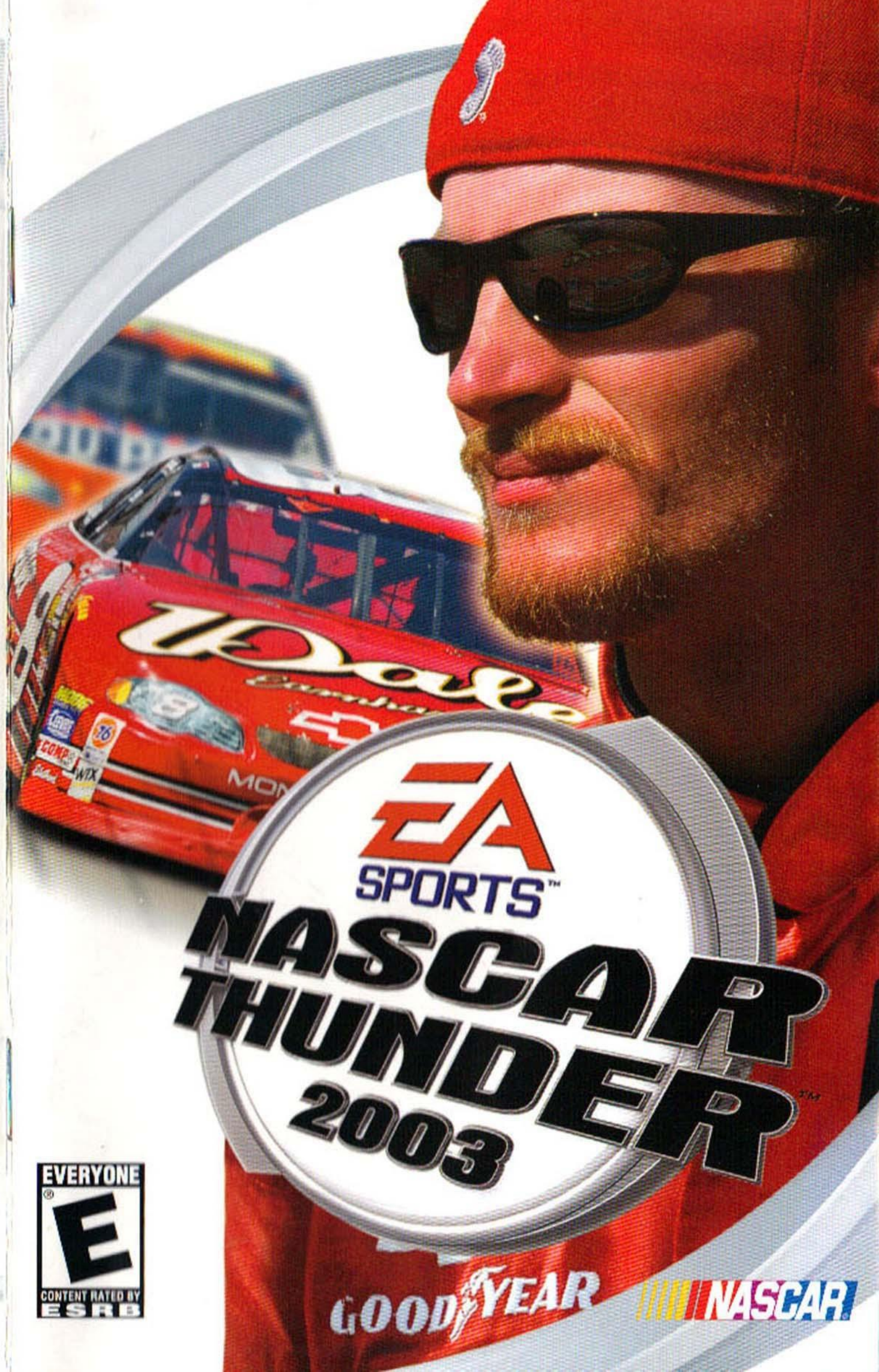
THE FASTEST GAME ON EARTH

THE GAME BREAKER ZONE

EVERYONE
E
CONTENT RATED BY ESRB

EVERYONE
E
CONTENT RATED BY ESRB

EmuMovies

EA SPORTS

NHL
NHLPA

EA SPORTS™
NASCAR THUNDER 2003

GOOD/YEAR

NASCAR

WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

⟿ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.

⟿ Do not bend it, crush it, or submerge it in liquids.

⟿ Do not leave it in direct sunlight or near a radiator or other source of heat.

⟿ Be sure to take an occasional rest break during extended play.

⟿ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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.
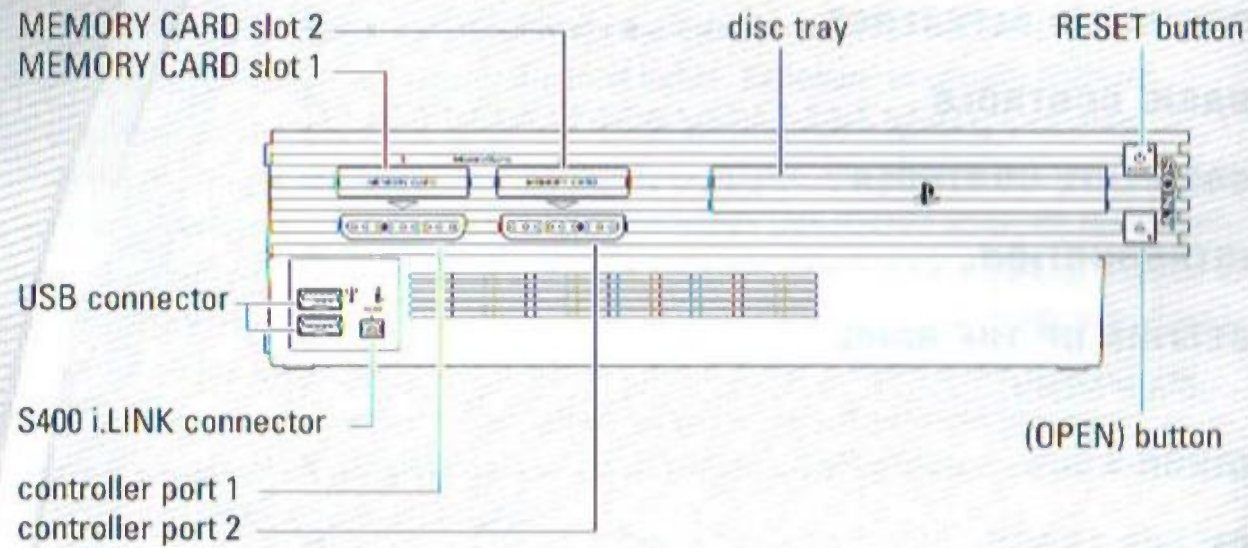
CONTENTS

STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

MEMORY CARD slot 2
MEMORY CARD slot 1
disc tray
RESET button

USB connector

S400 i.LINK connector

controller port 1
controller port 2
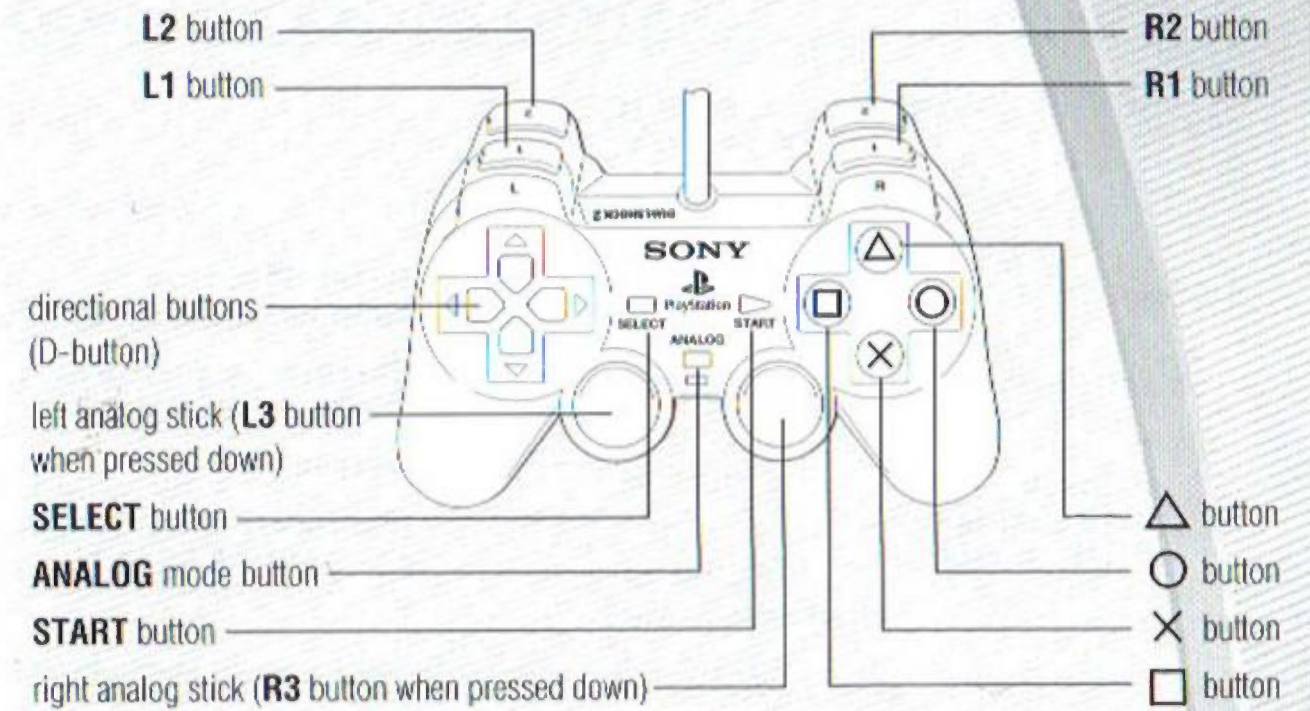
(OPEN) button

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.

2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.

3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.

4. Place the *NASCAR Thunder™ 2003* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.

5. Attach game controllers and other peripherals, as appropriate.

6. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.

multitap connector (for PlayStation®2)

RFI filter

MEMORY CARD slot A

controller port A

controller port B

MEMORY CARD slot B

MULTITAP

MEMORY CARD slot D

controller port D

controller port C

MEMORY CARD slot C
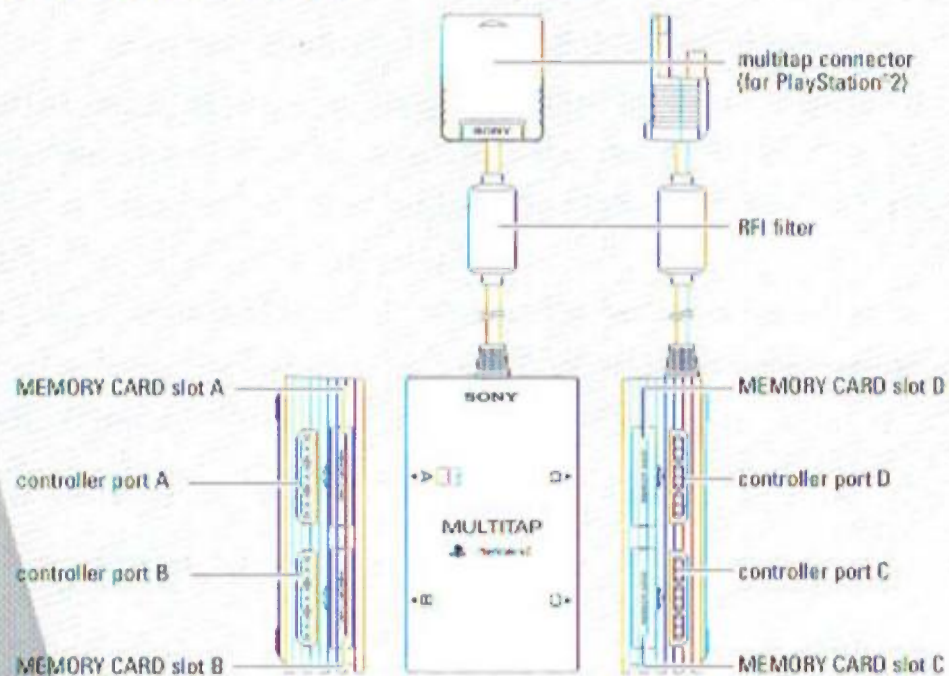
COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
R2 button
R1 button

directional buttons (D-button)

left analog stick (L3 button when pressed down)

SELECT button

ANALOG mode button

START button

right analog stick (R3 button when pressed down)

△ button
○ button
✕ button
□ button

BASIC CONTROLS

Learn these controls to get into the driver's seat fast.

GAME CONTROLS

BRAKE (■ BUTTON OR RIGHT ANALOG STICK ↓)

REVERSE (▲ BUTTON OR RIGHT ANALOG STICK ↓)

CHANGE VIEW

STEER (D-BUTTON ↔ OR LEFT ANALOG STICK)

ACCELERATE (✖ BUTTON OR RIGHT ANALOG STICK ↑)

RIGHT ANALOG STICK
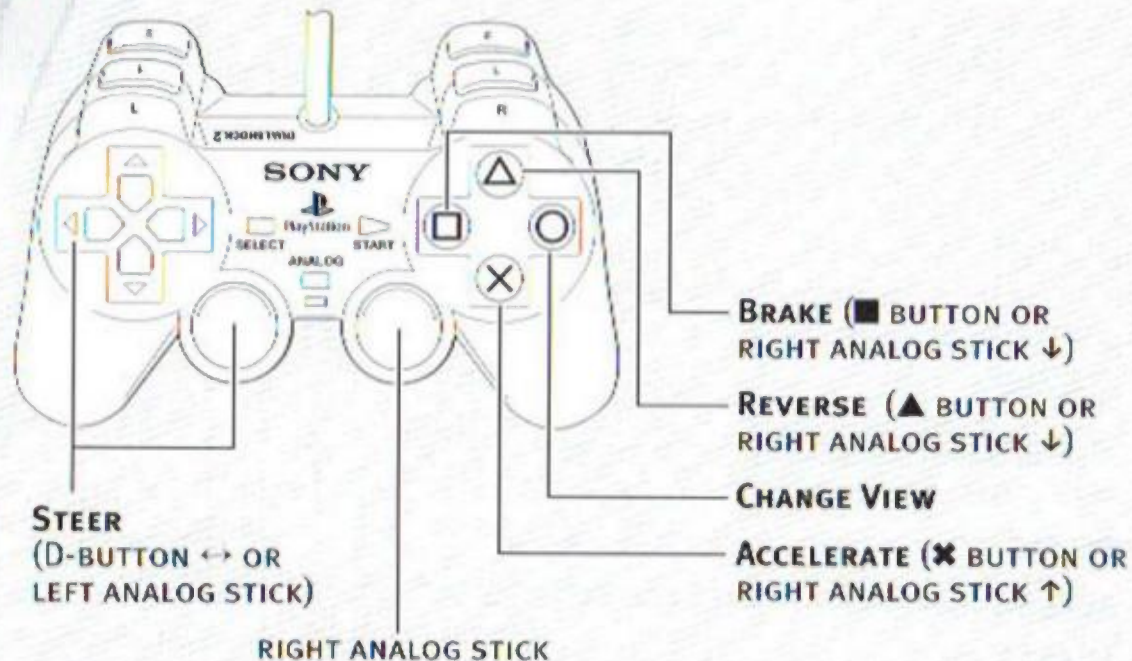
⊙ For a more detailed list of commands, ➤ *Complete Controls* on p. 5.

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.

COMPLETE RACING CONTROLS

Steer	D-button or left analog stick ↔
Accelerate	✖ button or right analog stick ↑
Brake	■ button or right analog stick ↓
Reverse (when already stopped)	▲ button or right analog stick ↓
Change view	● button
Track map/Damage meter	L1 button
Toggle rear view mirror ON/OFF	L2 button
Toggle HUD (Head Up Display)	SELECT button
Shift up/down (manual transmission only)	R2 button/R1 button
Pause game	START button

MENU SCREEN CONTROLS

Highlight menu items	D-button or left analog stick ↕
Cycle choices/Move sliders	D-button or left analog stick ↔
Select/Go to next screen	✖ button
Cancel/Return to previous screen	▲ button
Help	■ button

INTRODUCTION

Feel the 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 43 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 20 consecutive seasons.

⊙ **MAKE NASCAR® HISTORY**—Take on over 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 MRN radio calls.

⊙ **GET YOUR THUNDER LICENSE**—Interactive instruction from "The King" himself, Richard Petty, and 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 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.

NOTE: *NASCAR Thunder 2003* autoloads game data from the first memory card (8MB)(for PlayStation®2) that contains a *NASCAR Thunder 2003* game data file.

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.

MAIN MENU

From the Main menu, you can head straight to the track, choose a race mode, access your Thunder Plate Collection, 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. 8).
RACE MODES	Take a Lightning Challenge, earn your Thunder Licenses, race your way through a NASCAR Season, or build a NASCAR Career.
FEATURES	Create-A-Car, view your Thunder Plates, or take a look at your Best Laps.
SETTINGS	Modify or Load gameplay settings, 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 D-button ↕ to choose a driver.

➥ Press the ● button 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 D-button ↕ to choose a track. The Race Weekend menu appears.

5. Press the D-button ↔ to cycle between Day and Night races if you have unlocked them.

➥ Press and hold the ● button at the Track Select screen to view Track Info.

RACE WEEKEND MENU
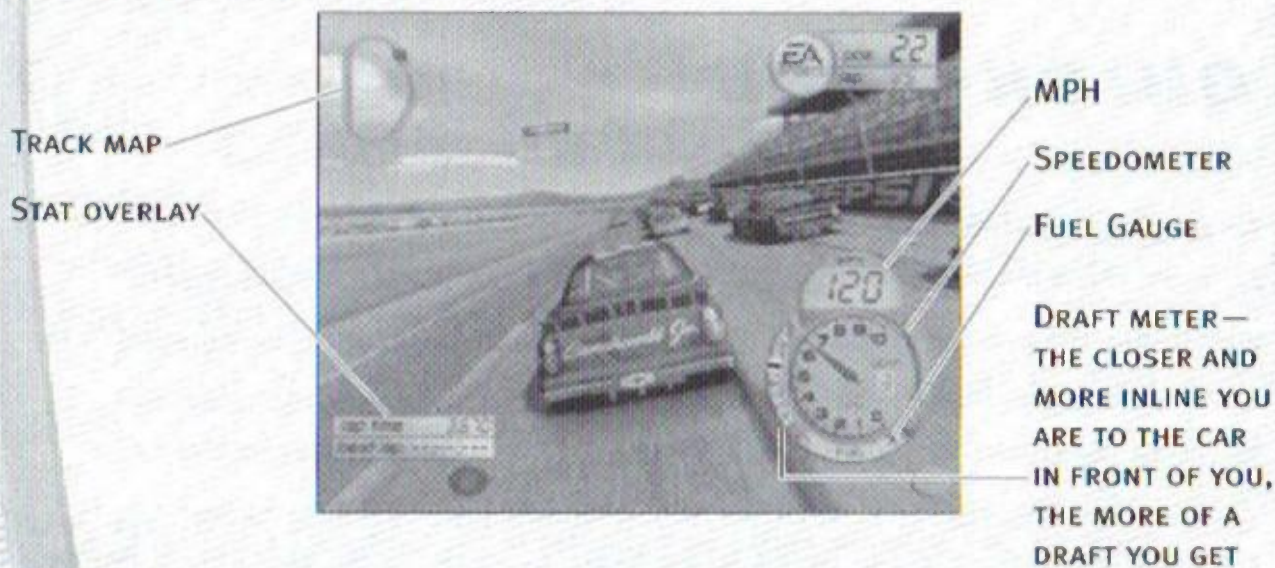
Navigate between all your NASCAR weekend events.

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

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 at the back of the field, except in a Quick Race, where you start in the middle.
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 maneuver on the track.

RACE SCREEN

TRACK MAP

STAT OVERLAY

MPH

SPEEDOMETER

FUEL GAUGE

DRAFT METER—
THE CLOSER AND
MORE INLINE YOU
ARE TO THE CAR
IN FRONT OF YOU,
THE MORE OF A
DRAFT YOU GET

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 the **START** button 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 (➤ *Season Settings* p. 11).
QUIT RACE	Abort the race and return to the Main menu.

POST-RACE

⊙ After the race ends, the race highlights play. Then the Race Stats screen displays each driver's finishing position and time/laps behind the leader.

⊙ If you've won the race, press the START button 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 the START button again.

⊙ Take a trip down Victory Lane. If you win a race, your driver gets out of his car and hoists a trophy. This sequence plays after the highlights, but before the race stats screen.

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 that unlock paint schemes, Create-A-Car Sponsors, cars, tracks, and drivers.

To begin a Lightning Challenge:

1. From the Race Modes menu, choose LIGHTNING CHALLENGE and press the ✖ button. The Lightning Challenge MRN Moment of the Race screen appears.

2. Press the D-button ↕ to cycle through the available challenges. Read the challenge description and then press the ✖ button to watch video of the NASCAR driver featured in this scenario. When the video is done, the challenge loads automatically.

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 the D- button ↕ and ↔ to choose a track and press the ✖ button. The track information/driver coach select screen appears.

3. Press the D-button ↔ to choose a coach and then press the ✖ button to advance to the pre-race info screen.

4. Press the START button 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 in 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 the ✖ button. 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.
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 this damage on the track by pressing the brake button (■ button).

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.

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

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

BONUS POINTS

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 5 bonus points.

⊙ The driver who leads for the most laps in a race receives an additional 5 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 the ✖ button. 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 the ✖ button. The Career Startup menu appears.

CAREER STARTUP SCREEN

BUILD A CAR TO TAKE YOURSELF THROUGH YOUR NASCAR CAREER

NAB SOME SPONSORS

GET YOURSELF A TEAM OF SOLID BUILDERS AND CREW

USE THIS OPTION TO SIGN YOUR SPONSORS FAST
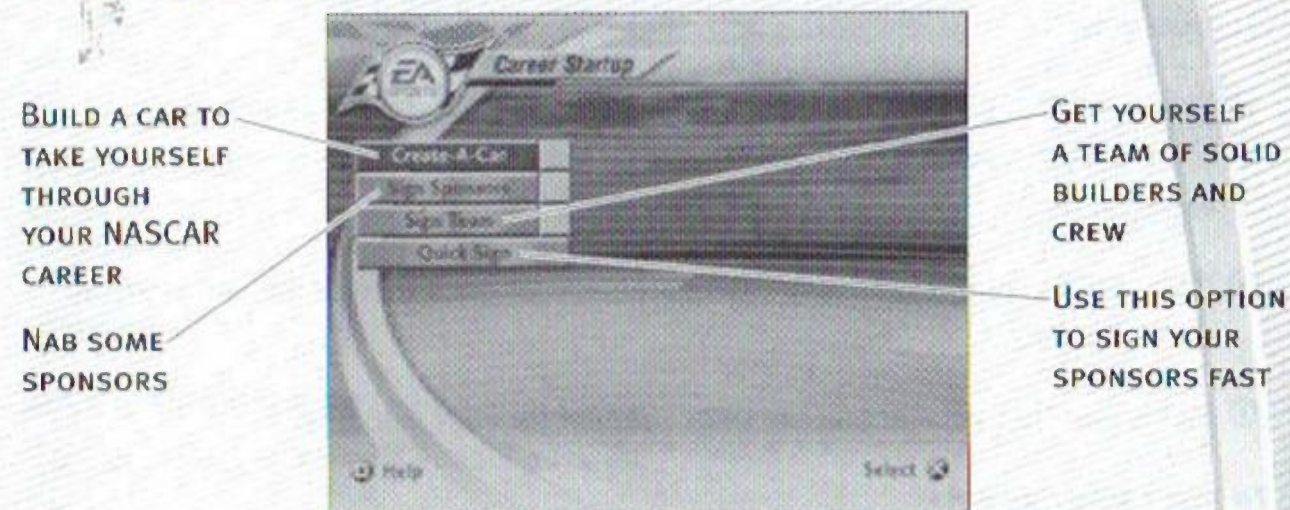
To create a car and driver:

1. From the Career Startup menu choose CREATE-A-CAR and press the ✖ button. The Create-A-Car menu appears.

2. Press ✖ 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 the ✖ button. The Car menu appears.

4. Select a car design and then highlight CONTINUE and press the ✖ button to advance to the Colors menu.

5. Select the colors for your car and then highlight CONTINUE and press the ✖ button. The Career Startup menu re-appears.

↪ When highlighting a color from the color picker, press ● to fine tune the color.

To sign sponsors:

1. From the Career Setup menu choose SIGN SPONSORS and press the ✖ button. The Sponsorship menu appears.

↳ To Quick Sign your sponsors, select the QUICK SIGN option. Your sponsors 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 the ▲ button 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 won't receive any money from them 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 the ✖ button. The Team Openings menu appears.

2. Review the openings you need to fill on your team. Press ✖ 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 repairing damaged equipment. Candidates with higher skill, speed, and potential ratings will cost you more money to sign.

3. Press the D-button to select a position to fill. A position specific screen appears.

4. Press the D-button ↕ to view the candidates available. Press the ✖ button when you have one highlighted whom you would like to sign.

⊙ Team members are signed for one season.

⊙ As your race team improves, better candidates become available.

5. 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 goes 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

MANAGE YOUR SPONSORSHIPS, MANAGE YOUR TEAM, GO TO YOUR GARAGE, OR OVERSEE YOUR R&D PROJECTS

VIEW THE RACE SCHEDULE, LOOK AT THE STANDINGS, VIEW DRIVER STATS, OR SEE WHO HAS WON WHICH AWARDS

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
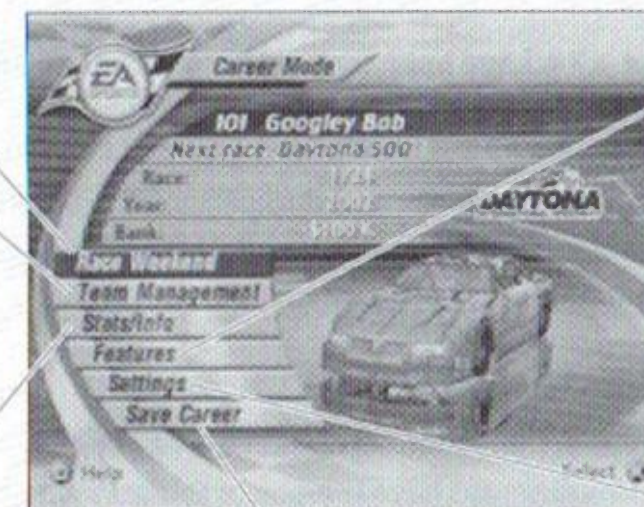
SAVE YOUR CAREER TO A MEMORY CARD

ADJUST YOUR SETTINGS (➤ P. 11)

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 the ✖ button.
3. Highlight the desired sponsor and press the ✖ button.

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

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 the ✖ button. Open positions and the status of their contracts appear.
3. Highlight a position and press the ✖ button. A list of available team member candidates for that position appears.
4. Select a team member for the position and press the ✖ button.
5. Select YES and press the ✖ button 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 the ✖ button.
2. Choose the engine or chassis that you want to repair or overhaul and press the ✖ button. 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 takes 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.

1. Press the D-button ↕ to adjust the amount of money you want to spend on the selected engine or chassis.
2. Highlight REPAIR or OVERHAUL and press the ✖ button.

◉ 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 the ✖ button. The Sell screen appears.
2. Select the engine or chassis that you want to sell and press the ✖ button.
3. Press the ✖ button 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 the ✖ button. The Inventory screen appears.
2. Choose an engine or chassis to view and press the ✖ button.

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 the ✖ button.

CARS

To build a car:

1. Highlight BUILD and press the ✖ button.
2. Highlight SELECT ENGINE and press the ✖ button.
3. Choose the engine that you will use in your new car and press the ✖ button.
4. Follow the same steps for the chassis.
5. Once both are assigned press the ▲ button and you will be prompted to accept changes. Highlight YES and press the ✖ button to save the car that you have just built.

To modify an existing car:

1. Highlight MODIFY and press the ✖ button.
2. Choose the car that you wish to modify and press the ✖ button.
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 the ✖ button. The R&D Select menu appears.
2. Choose an area to research and press the ✖ button. The New R&D screen appears.
3. Press the D-pad ↕ or ↔ to adjust the money that you want to spend on the research.
4. Highlight RESEARCH and press the ✖ button.

⊙ 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 menu, choose SAVE CAREER. The Save Location screen appears.
2. Select the memory card you want to save your career to and press the ✖ button. 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 the ✖ button.
5. Press the ✖ button to acknowledge the confirmation that your file was saved correctly. You then return 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.

⊙ After the research is complete, you can have your Builders create new equipment that uses the new technology.

⊙ Builders with higher stats can construct equipment more quickly and with better ratings.

⊙ After the engine or chassis is built, use the CARS option on the Garage menu to drop it in your racecar.

MAINTAIN YOUR EQUIPMENT

⊙ Your racecar'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, down to a minimum value of 50.

⊙ At the Garage menu, use your Builders to repair damaged equipment or overhaul it incorporating some of your new R&D.

⊙ You can sell obsolete engines and chassis for cash, but make sure to keep enough backup equipment around to use during 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 the ✖ button.

3. Continue as you would when creating a car in Career mode (➤ p. 13). The only difference is that you have more choices of sponsors than are available 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 the D-button ↕ until you find your created driver's name and then press the ✖ button.

↪ In Career mode, select the MODIFY option at the Create-A-Car screen. Press the D-button ↔ until your created car appears, then press the ✖ button.

THUNDER PLATES

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

To activate a Thunder Plate:

↪ From the Features menu, choose THUNDER PLATES. The Thunder Plates menu appears.

↪ Press the R1 button or the L1 button to turn the page and view more Thunder Plates.

↪ Press the D-button to highlight the plate you want to turn ON and press the ● button.

↪ Press the ✖ button to get a closer look at the highlighted Thunder Plate.

↪ 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 the D-button ↔ to cycle between Quick Race, Season, and Career laps.

↪ To delete a record, highlight the lap time you want deleted and press the ✖ button or the START button.

↪ To delete all best lap records, press the ● button.

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"MAGIC CARPET RIDE"
Performed by Steppenwolf
Written by John Kay and Rushton Moreve
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"GET AWAY"
Performed by (hed)p.e.
Written by Jahred, M. Young
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Written by Nonpoint
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From "NASCAR on FOX: Crank It Up"

"GET OUTTA MY DREAMS, GET INTO MY CAR"
Performed by Fenix TX
Written by Leslie Sebastian and R. J. Lange
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From "NASCAR on FOX: Crank It up"

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