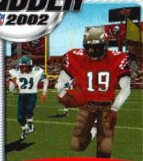


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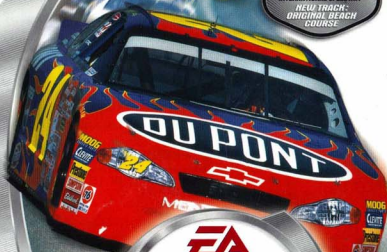
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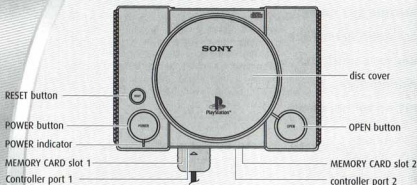
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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## STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *NASCAR Thunder™ 2002* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

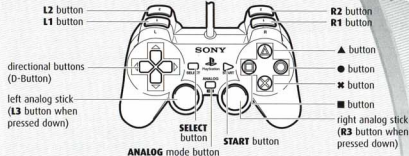


**NOTE:** When using the Multi-Tap, at least one controller must be connected to Controller Port 1-A.

- ☞ To skip the opening video, press the **START** button.
4. At the *NASCAR Thunder 2002* title screen, press the **START** button to advance to the Main menu.

## COMMAND REFERENCE

### DUALSHOCK™ analog controller



- ◆ For a more detailed list of commands, ► *Complete Controls* on p.4.



## COMPLETE CONTROLS

Grab hold of these controls and race wheel-to-wheel against the top drivers of *NASCAR Thunder*.

### MENU SCREEN CONTROLS

Highlight menu items	D-Button ↓
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✕ button
Cancel/Return to previous screen	▲ button

### COMPLETE RACING CONTROLS

Steer	D-Button or left analog stick ↔
Gas	✕ button or right analog stick ↑
Brake	■ button or right analog stick ↓
Reverse (when already stopped)	▲ button
Change View	● button
Toggle Rear View Mirror ON/OFF	L2 button
Look Back	L1 button
Toggle Race Info/Car Gauge/ Damage Info ON/OFF	SELECT button
Shift up (manual transmission only)	R2 button
Shift down (manual transmission only)	R1 button
Pause Menu	START button

## INTRODUCTION

*NASCAR Thunder 2002* roars onto your PlayStation game console with the most authentic and competitive racing experience ever. Race the tracks, cars, and stars from the exhilarating world of NASCAR® and create your own legendary champion.

### FEATURES

- ◆ **Race the Original Daytona Beach Course**—Launch your NASCAR racing dynasty from the original sand course that started it all.
- ◆ **Every NASCAR® venue**—23 tracks including the new Chicagoland and Kansas speedways and 13 additional fantasy road courses.
- ◆ **Top NASCAR® Drivers**—Over 30 drivers including Jeff Gordon, Tony Stewart, Dale Jarrett, Bobby Labonte, Mark Martin, and Dale Earnhardt Jr.
- ◆ **Earn Thunder Cards**—Race through challenging scenarios to unlock tracks, and offensive and defensive Power-Ups.
- ◆ **Race Multiple Seasons**—See if you can triumph as Series Champion and defend your title over multiple seasons.
- ◆ **Full or Custom Season Racing**—Race a full or half NASCAR season or choose to compete just on short tracks, road courses, fantasy tracks, or superspeedways.



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# SETTING UP THE GAME

## MAIN MENU

From the Main menu, you can jump right into a race, initiate a single player race or season, set up a two player race, adjust your options, or preview upcoming EA SPORTS releases.

### QUICK RACE

Jump into a race with a randomly selected car at a randomly selected track. When you select this option, you start in a random position in the field.

### 1 PLAYER

Run a Single Race against the field (► below), race in a Season (► p. 7) with one player, access your Thunder Cards (► p. 13), take a peek at the Hall of Fame, or view records by track.

### 2 PLAYER

Run a Single Race or race in a Season Mode with two players.

### GAME OPTIONS

Set audio options, controller configuration settings, and auto track stat options, and view game credits (► p. 14).

### ABOUT EA SPORTS

Preview other new titles from EA SPORTS.

## SINGLE RACE

Trade paint in a single race and see if you can take the checkered flag.

### SINGLE RACE SETUP MENU

Choose your car, select a track, and adjust race options.



**NOTE:** Default menu items appear in **bold** throughout this manual.

### GO RACIN' DRIVER

Begin the Race Weekend.

Press the D-Button ↔ to choose your car and driver.

- Press the ✖ button to view driver and car photos and team and driver information.

### TRACK

Press the D-Button ↔ to choose a track.

- Press the ✖ button to view track diagrams and information.

### NASCAR OPTIONS

Adjust your racing options (► *NASCAR Options* on p. 15).

- After you select your car and track, select GO RACIN'. The Race Weekend menu appears.

## RACE WEEKEND MENU

Navigate between all your NASCAR weekend events.

- To get down to the track, select PRACTICE, QUALIFY, HAPPY HOUR, or START RACE.
- ◆ For racing controls, ► *Complete Controls* on p. 4.

### GARAGE

Get under the hood and tweak your car (► *In the Garage* on p. 15).

### PRACTICE

Take a few practice laps around the track to learn how to handle your car.

### 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 from the back of the field.

### HAPPY HOUR

Race and work out the kinks against real competition before the race.

### START RACE

Go to the track for the start of the race.

### LEAVE WEEKEND

Return to the Single Race menu.

## SEASON MODE

Compete in a series of races in quest of a NASCAR championship.

- From the 1 or 2 Player menu, choose SEASON mode. The New Season screen appears.

### LOAD SEASON

Load a season from your memory card.

### DRIVER

Choose your car and driver. You can also create a driver and car of your own.



## NASCAR 2002 CHAMPIONSHIP POINTS SYSTEM

The winner of each race receives 175 points. For each subsequent finishing spot, the driver earns a lower point total. Also, each driver who leads the race for at least one lap receives five bonus points, and the driver who leads the most laps during a race receives an additional five points. (Check the results screen after each race for exact point totals).

### To create a driver:

1. From the Season menu, highlight SELECT DRIVER and press the **X** button.
2. Cycle through the drivers by pressing the D-Button **↔** until CREATE 1 is displayed and then press the **X** button.
3. Create a name, car number, select a car make, and go to the paintshop to customize your car. When you're done, press DONE from the Paintshop menu and your new driver appears in the Select Driver window.

### SEASON TYPE

Select the type of season to compete in (► below).

### NASCAR OPTIONS

Adjust options that affect the rules and realism of the race and pick your race mode (► p. 15).

## SEASON TYPE

### To select your Season Type:

1. Choose SEASON TYPE from the Season menu and press the **X** button. The Season Type window appears with a list of tracks on the circuit.
2. Press the D-Button **↔** to choose a season type and press the **X** button to return to the Season menu.
3. From the Season menu, select DONE and the Season menu appears.
4. To begin a race, select GO RACIN'.

### To create a custom season:

1. Choose Season TYPE from the Season menu and press the **X** button. Press the D-Button **↔** to change season type to CUSTOM SEASON.
2. Press the **■** button to edit your custom season.
3. Press the D-Button **↔** to choose your tracks. Press the D-Button **↓** to add tracks to your season (at least five). Press the **X** button to return to the Season menu.
4. From the New Season Setup menu, select DONE and the New Season menu appears.

## SEASON RACING

You can access your next season race, keep tabs on the championship battle, and save your progress from the Season menu.

### SAVE SEASON

Save and update your season to a memory card.

### PLAYER STATS

View your driver stats.

### SEASON STANDINGS

View the Standings for the current NASCAR season.

### USER RECORDS

View your personal records or access the NASCAR Hall of Fame.

### GAME OPTIONS

Set audio options, controller config. settings, toggle auto track stats ON/OFF, and view game credits.

### GO RACIN'

Go to the next scheduled race in your season.

## SEASON LOAD/SAVE MENU

Save or load a season in progress.



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

### To save a season:

1. From the Season menu, select SAVE SEASON. The memory card screen appears.
2. Highlight (in blue) the season in which you wish to save and press the **X** button. The Edit Slot Name window appears.
3. Rename your season by using the D-Button (optional), then press the **X** button.
4. Press the **X** button again to save.



### To load a saved season:

1. From the New Season menu, select LOAD SEASON. The memory card screen appears.
2. Highlight the season you want to resume, and press the **X** button.
3. Press the **X** button again to exit and return to the Season menu.

## ON THE TRACK

This section gives you all the info you need to dominate a superspeedway, short track, or road course:

### RACE SCREEN



Stat Overlay

Gear

Fuel Gauge

Speed (MPH)

### SPLIT TIME

Checking your split time is a good way to determine if your driving is getting better or worse as the race progresses. Each track is divided into segments or time traps. After the first lap, your best time through the present segment appears on the screen above your current time. When you complete the segment, the time difference appears.

- To view time traps, access the Pause menu and select NASCAR TIMING (➤ *Pause Menu* on p. 12).

## FLAGS

### GREEN

The green flag indicates the start of the race. When the green flag drops it's time to step on the gas. The green flag will also appear after a yellow caution flag during the race.

### YELLOW

The yellow flag cautions drivers to slow down and hold their positions because an unsafe condition exists on the race track. Cars may pit after first lap under yellow after NASCAR officials open pit road.



**NOTE:** When the yellow flag comes out, 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 in his final lap of the race. This is your final chance to catch the leader or gain valuable points. If you're in front, hold the lead because the pack will be making a last-ditch effort to hunt you down.

### CHECKERED

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

- ◆ Following the race and the race highlights, the Race Results screen displays each driver's finishing position and time/laps behind the leader.
- ◆ After a championship race, the Season Standings screen appears. When you exit the Season Standings, the Season menu appears.

## 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 should enter the pits.



Press the **■** button for a left tire change

Press the **●** button for a right tire change

Press the **✖** button to repair damage

Press the **▲** button to abort the pit stop

Press the D-Button **↔** to increase or decrease the wedge

Hold the **L1** button for fuel

### To make a successful pit stop:

1. Decide which services you want before entering the pits.
2. Enter pit road. The Pit Service menu appears.
3. Select services before your car comes to a stop.
4. When the pit services are complete, your car pulls out of its stall. Hit the gas as you exit pit road.

**EA TIP:** For a splash-and-go pit stop, select no services. In the pits, hold the **L1** button until you think you have taken enough fuel. Release the **L1** button and press the **✖** button to get back on the track.

## PAUSE MENU

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

**CONTINUE**

Return to the current race.

**RESTART**

Start over with the same driver on the same track and the same qualifying position.

## INSTANT REPLAY

View the last few seconds of action from the race.

## RACE STATS

Check all the cars' current positions in the field as they run.

## NASCAR TIMING

Displays race and timing information for your car.

- To cycle BEST LAP, 2ND BEST LAP, and 3RD BEST LAP, press the D-Button **↔**.

## AUDIO CONFIGURATION

Adjust music, sound effects, commentary volume, and other sound options.

## QUIT RACE

Abort the race, practice run, or qualifying round.

# THUNDER CARDS

Successfully complete challenges to earn Thunder Cards. Collect cheat cards and unlock tracks.

- To access Thunder Cards, from the 1 PLAYER menu, choose THUNDER CARDS. The Thunder Cards Main menu appears.

## THUNDER CARDS MAIN MENU

**LOAD P1/P2 CARD BOOK** Access the card book for Player 1 or Player 2.

**SAVE/CREATE P1/P2 CARD BOOK** Create a Card Book or save progress for Player 1 or Player 2.

**DONE**

Load a saved Card Book from your memory card.

## EARNING THUNDER CARDS

Select from a list of challenges to compete in and earn Thunder Cards when you successfully complete a selected challenge.

- ◆ You are assigned a specific driver and track for each Challenge.
- ◆ Accumulate earned Thunder Cards in your Card Book to use later in game.



## ACTIVATING THUNDER CARDS

### To activate a Thunder Card:

- To activate a Thunder Card in a race, press D-Button ↑ to select the card you wish to activate and then press the D-Button ↓ twice.
- ◆ Thunder Cards can only be used in a Single Race (One Player and Two Player), not in Season mode.
- ◆ You can load six Thunder Cards from your Card Book per race.

## OPTIONS MENUS

Adjust the game settings to suit your racing style.

### GAME OPTIONS

These options are available from the Main menu.

#### AUDIO OPTIONS

Adjust music and sound effects volume, set the audio mode, and spotter and crew chief commentary.

#### CONTROLLER 1 CONFIG

*NASCAR Thunder 2002* features several controller setups, each with a slightly different button configuration.

- From the Controller Config. screen, press the D-Button ↔ to the setup you want, then press the ✕ button to accept and exit.
- ◆ When a DUALSHOCK™ Analog Controller is detected, *NASCAR Thunder 2002* asks you whether or not you want to enable the Dual Shock vibration.

#### CONTROLLER 2 CONFIG

Set controller configuration for controller 2.

#### MEMORY CARD

Toggle the auto track stats setting and save or load settings and stats.

**AUTO TRACK STATS:** When ON, stats are automatically saved to your memory card after a race. Any records set are automatically saved.

### CREDITS

See who is "in the game."

### NASCAR OPTIONS

These options are available from the Single Race and New Season menus.

#### RACE MODE

Select the difficulty level and race as a **ROOKIE**, **VETERAN**, or **LEGEND**.

#### CAR DAMAGE

Car damage plays a key role in the battle for position in NASCAR racing. A damaged car can affect driving performance. Use this option to set the durability of the cars on the track. When ON, cars that sustain enough damage can be eliminated from the race. When **LIMITED**, if your car gets damaged, press the gas to have it auto-repaired. When OFF, cars do not sustain damage.

#### ENGINE BREAKDOWNS

The uncertainty of mechanical performance is always a factor in auto racing, especially when you're running 500 miles. If you have Damage ON, you can set Breakdowns ON for the possibility of blown engines.

#### YELLOW FLAGS

If you have Damage ON, whenever a hazardous situation arises on the track, the yellow flag comes out, and the field runs under caution. Set this option ON/OFF.

#### RACE LENGTH

Set the length of your race based on the percentage of a real-life NASCAR race at the same track. (See track diagram for lap equivalents.)

#### PITS SCALING

Turn the Pit Scaling feature **NORMAL**/SHORT. When set to SHORT, fuel and tires are consumed seven times faster than normal.



## IN THE GARAGE

Set up your car to suit your driving style and the track on which you're racing.

◆ When you choose GARAGE from the Race Weekend menu, the Garage menu appears.

### TRANSMISSION

An **AUTOMATIC** transmission provides a smooth, no-hassle race, but a **MANUAL** transmission lets you squeeze more out of each gear.

### TIRE PRESSURE

Set the amount of pressure in your tires. Lower pressure increases contact with the track, improving handling and increasing tire wear. The higher the pressure, the faster the car travels.

### SHOCKS

Try harder settings on faster tracks and softer settings on road courses.

### DOWN FORCE

Increasing down force provides better grip to the rear tires, but reduces top speed due to aerodynamic drag.

### WEDGE

Wedge lets you distribute weight to different corners of the car. Increasing wedge adds weight to the left rear corner and tightens up the car. Decrease to transfer weight to the right front for a loose-running car.

◆ When your car is running tight, the front of the car tends to lose traction before the rear. A looser car (less wedge) has reduced rear traction.

### LEFT BIAS

On ovals, the car's weight shifts to the right side through the turns, causing the car to push. Increase left bias to add weight to the left side and counteract the weight shift. The result is a more balanced car.

### REAR BIAS

Excessive acceleration on road courses constantly transfers weight to the rear. Reduce rear bias to place more weight on the front end, balancing the car.

### WHEEL LOCK

Set the maximum degree your tires can turn. You want your tires to turn more on the road courses, which have more pronounced turns.

### FUEL LOAD

Set the amount of fuel you want in your tank at the beginning of a race.

### GEAR RATIO

Set the height of your gear ratios. If you have a short gear ratio, you have faster acceleration, but top speed is lower. Taller gears provide greater top speed, but it takes longer to get up to speed.

### DEFAULT

Reset all options to their original settings.

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