

**EA**  
SPORTS™

# NASCAR THUNDER™ 2004



**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.



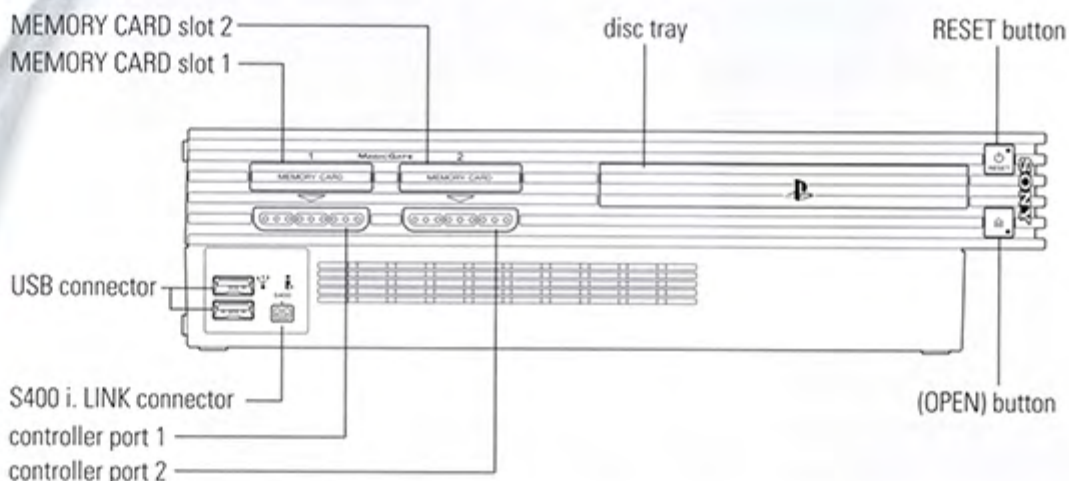
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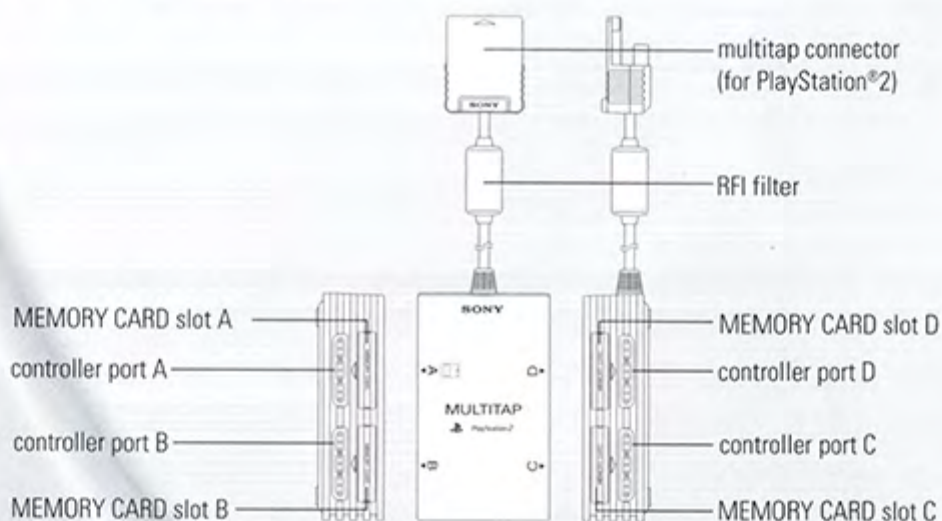
# GETTING STARTED

## PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



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™ 2004* 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.



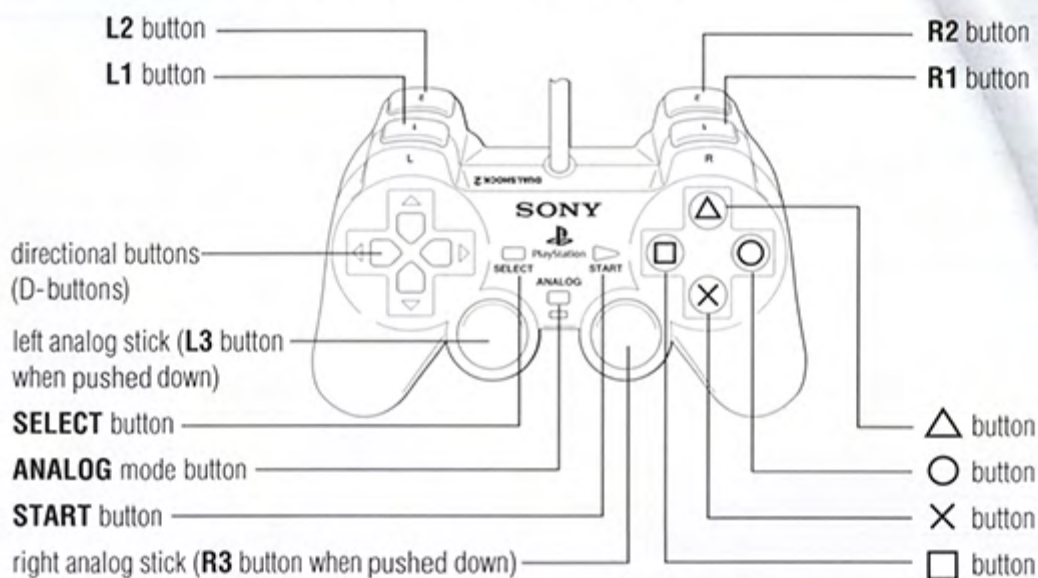
# STARTING UP

To get rolling on the track, get a handle on these basic controls.



## GAME CONTROLS

### DUALSHOCK<sup>®</sup> 2 ANALOG CONTROLLER CONFIGURATIONS



## MENU CONTROLS

<b>Highlight</b> menu item	D-button ⇅
<b>Change</b> highlighted item	D-button ↔
<b>Select/Go</b> to next screen	⊗ button
<b>Return</b> to previous screen	△ button

❖ For a more detailed list of commands, ➤ *Complete Controls* on p. 4.

# COMPLETE CONTROLS

## COMPLETE RACING CONTROLS

Steer	D-button or left analog stick ↔
Accelerate	⊗ button or right analog stick ↑
Brake/Repair	Ⓜ button or right analog stick ↓
Reverse (when already stopped)	△ button
Change view	Ⓞ button
Shift up/down (manual transmission only)	R1 button/L1 button
Toggle rear view mirror ON/OFF	L2 button
Toggle HUD (Head Up Display)	SELECT button
Share draft	R2 button
Toggle Track map/Damage meter	L3 button (push left analog stick)
Pause game	START button

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

**NOTE:** *NASCAR Thunder 2004* autoloads game data from the first memory card (8MB) (for PlayStation®2) that contains a *NASCAR Thunder 2004* game data file.



# SETTING UP THE GAME



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

## MAIN MENU

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



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

# RACE NOW

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

## TO RACE NOW:

1. From the Main menu, choose RACE NOW. The Race Now Settings screen appears.
2. In the Race Now Settings screen, you can set parameters for your upcoming race. To change a setting, press the D-button  $\updownarrow$  to highlight the setting. Then press the D-button  $\leftrightarrow$  to change it.

## PLAYERS

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

## DIFFICULTY

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

## RACE LENGTH

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

❖ For more information on other settings, > *Gameplay Settings* on p. 25.

➡ To continue, press the  $\otimes$  button.

3. To toggle between the different cars available for the selected driver, press the D-button  $\leftrightarrow$ .

➡ To toggle sets of available drivers, press the **L2** button or the **R2** button.

➡ To view a driver's information, press the **L1** button.

4. The Select Track screen appears. Press the D-button  $\updownarrow$  to review tracks, and press the  $\otimes$  button to select a track.

➡ Press the **L1** button to view Track Info.

➡ To change the race, press the D-button  $\leftrightarrow$ .

5. The Race Weekend menu appears.





## RACE WEEKEND MENU

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

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

➤ To begin a driving session, press the D-button ⇄ to highlight it, and press the ⊗ button to begin.

### PRACTICE

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

### QUALIFY

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

### HAPPY HOUR

Last chance to experiment with your settings on the track.

### RACE

Go to the track and start the race.

### CAR SETUP

Tweak your car for the current track.

### GAMEPLAY SETTINGS

Review your current gameplay settings.  
(> *Gameplay Settings* on p. 25).

### SYSTEM SETTINGS

Adjust your audio and music settings  
(> *System Settings* on p. 27).

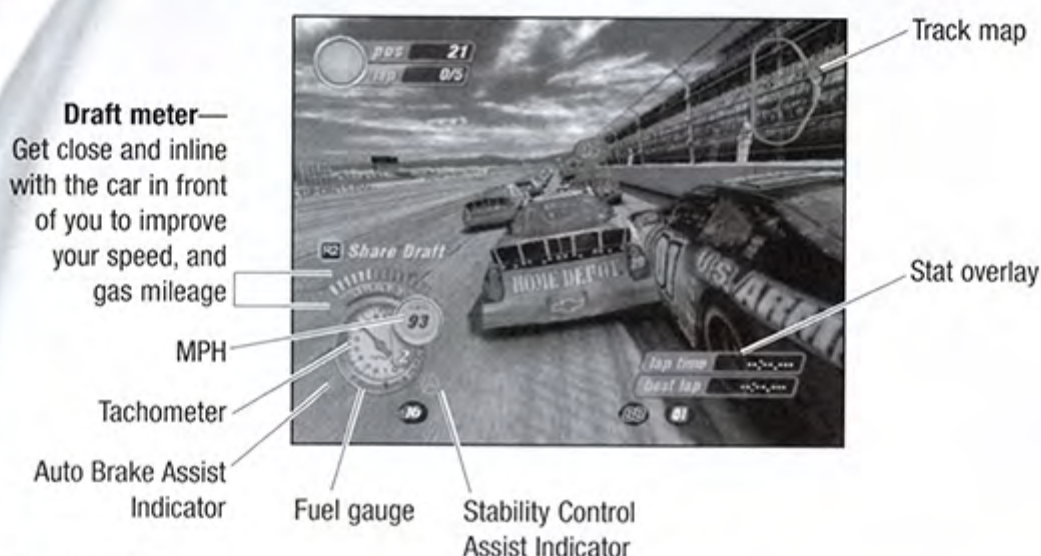
### QUIT

Quit the race and return to the Main menu.

# ON THE TRACK

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

## RACE SCREEN



## FLAGS

### GREEN

When the green flag drops, the race is on.

### YELLOW

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

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

### WHITE

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

### CHECKERED

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

## PIT STOPS

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

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

### TO MAKE A SUCCESSFUL PIT STOP:

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



## GRUDGES AND ALLIANCES

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

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

## SHARING YOUR DRAFT

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



- ➡ Press the **R2** button to disengage the draft with this driver.

### TO SHARE A DRAFT:

1. Pull up close to an AI driver in front of you.
2. To share a draft, press the **R2** button.
3. Continue driving close behind the other driver to keep the draft going. As you continue to draft off of the other driver, his Grudges & Alliances rating of you increases.
4. To disengage a draft, press the **R2** button.

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

## PAUSE MENU

➤ To bring up the Pause menu during a race, press the **START** button.

### RESTART SESSION/RACE

Restart the current session or race.

### RETURN TO PIT

Return to the pits during Practice or Happy Hour.

### PIT OPTIONS

Configure settings for your next pit stop.

### CAR SETUP

Adjust your car setup.

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

### RACE STATS

View stats from the current race by driver.

### GAMEPLAY SETTINGS

Adjust your gameplay settings (> *Gameplay Settings* on p. 25).

### SYSTEM SETTINGS

Adjust system settings (> *System Settings* on p. 27).

### QUIT SESSION/RACE

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

## POST-RACE

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

➤ After winning a race, press the **START** button before the Unofficial Results screen disappears. Spin donuts, burnouts, fishtails, or whatever revs your engine.

➤ To exit Celebration mode, press the **START** button again.

➤ To exit Victory Lane, press the **X** button.



# RACE ONLINE



Go up against the best drivers in the country.

➤ To connect to EA SPORTS™ Online service, select RACE ONLINE from the Main menu. Then press the **X** button.

IMPORTANT INFORMATION ON THE EA SPORTS™ ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT <http://www.easports.com/ps2legal/>.

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EA RESERVES THE RIGHT TO RETIRE THE EA SPORTS ONLINE SERVICE FOR THIS PRODUCT AFTER 90-DAYS NOTICE, OR 30 DAYS AFTER THE LAST DAY OF THE 2003-2004 NASCAR® SEASON.

**NOTE:** In order to play online, you need the following items: a Network Adaptor (Ethernet/Modem) (for PlayStation®2) installed, an active Internet connection via your own Internet Service Provider (ISP) account, and a memory card with at least 256 KB free space. Prior to playing online, you need to set up Your Network Configuration file. *NASCAR Thunder 2004* includes a Network Configuration GUI for setting up this file.

**NOTE:** When saving and loading Your Network Configuration file, you must use MEMORY CARD slot 1 or slot 2. When saving an EA Account, you must use MEMORY CARD slot 1.

**NOTE:** To store EA online account information, you must have a memory card in MEMORY CARD slot 1 or MEMORY CARD slot 1-A in a multitap.



## SELECT NETWORK CONFIGURATION

Before you can begin playing online, you must select Your Network Configuration file (found on your memory card) or create a new one through the Network Configuration GUI.

**NOTE:** After using the included Configuration GUI, the RESET button functions differently in *NASCAR Thunder 2004*. To put the console into standby mode press and hold the RESET button until the LED indicates a red color.

## NETWORK CONFIGURATION FILE

Press the D-button to scroll through the available Internet service provider settings and select one for the upcoming online game. The default displayed on the screen is the last Internet service provider setting used when playing online.

## CREATE/EDIT CONFIGURATION

The Network Configuration GUI allows you to create and edit Your Network Configuration file. When selected, the game shuts itself down while the Network Configuration GUI is loaded. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

## CONNECT

After selecting Your Network Configuration file, press the **X** button to connect to your Internet service provider. If the connection is successful, the *NASCAR Thunder 2004* Server Login screen appears.

## ACCOUNT SETUP

Before you can begin playing online, you must create a new account or use an existing one.

- If you have already created an account, press the D-button to highlight USE EXISTING EA ACCOUNT and then press the **X** button. If you have not created an account, highlight CREATE NEW EA ACCOUNT and press the **X** button to begin the process. To log off and return to the previous screen, press the **A** button.
- Saving your EA Account to a memory card allows you to bypass the login process the next time you log on.

## USING AN EXISTING EA ACCOUNT

1. On the Select Login Type menu, select USE EXISTING EA ACCOUNT and press the **X** button.
  2. Enter your user name and password. Then, select OK.
- To select a different account from the default account, select USE ANOTHER EA ACCOUNT.

## SELECTING A USER NAME

You can have up to four EA SPORTS Online user names. In the Edit Your Account screen or Online User Name screen, you can change, edit, or delete user names.

- To use an existing EA SPORTS Online User Name, select the name and press the **X** button.
- To create a new user name, select CREATE NEW. Enter the user name. Then select OK and press the **X** button.



**NOTE:** If you have an existing screen name on **AOL**, **AOL Instant Messenger (AIM)**, **CompuServe 2000** or **Netscape AOL Instant Messenger**, you can use it as your EA Account Name.



Visit <http://www.ea.com/ps2-nascar-2004-reg> to register, then return to *NASCAR Thunder 2004* on the PlayStation®2 and select **USE ANOTHER EA ACCOUNT**. Enter your Account Name and password to log on.

## WELCOME TO NASCAR THUNDER 2004 ONLINE

- |                   |   |
|-------------------|---|
| <b>RACE NOW</b>   | Head to the Online Lobby to arrange races. For more information, > <i>Online Lobby</i> below.                               |
| <b>NEWS</b>       | Catch up on the latest <i>NASCAR Thunder 2004</i> news.   |
| <b>STATS</b>      | Check out the top online racers and your personal statistics.   |
| <b>MY NASCAR®</b> | Change System settings (> on p. 27), Gameplay settings (> on p. 25), Quick Messages (> below) or read the Online Agreement. |

➔ To open your EA Messenger at any time, press the **⊙** button.

### QUICK MESSAGES

With Quick Messages, you can send messages to other drivers in the Online Lobby with the press of a single key in the keyboard pop-up.

#### TO ASSIGN A QUICK MESSAGE TO A KEY:

1. In the Welcome screen, select **MY NASCAR**.
2. Then select **GAMEPLAY SETTINGS**.
3. Press the D-button **↔** until the Quick Messages tab is highlighted. Then press the **⊗** button.
4. Press the D-button **⬆** to select the key to assign. Then press the **⊗** button.
5. Enter the message to send. Then select **DONE**, and press the **⊗** button.

**NOTE:** If you have installed a USB keyboard, Quick Messages are assigned to and sent with the function keys through the keyboard pop-up.

➔ You can send a Quick Message by opening the keyboard pop-up. Select the key (Q1–Q10) corresponding to the Quick Message that you want to send.

### ONLINE LOBBY

Enter a room based on skill level or region, or create your own password-protected room.

**NOTE:** *NASCAR Thunder 2004* supports a USB keyboard for typing messages to the whole room or to an individual player. Whenever you bring up the on-screen keyboard in the Chat Lobby, or when chatting with an individual player, you can use a USB keyboard to type messages.

➔ To enter a region, press the D-button **⬆** to highlight the region. Then, press the D-button **↔** to change the room. To enter the room, press the **⊗** button.



❖ Beginner rooms are intended for novice drivers.

➡ To create your own room, highlight **CREATED** and press the **SELECT** button. Enter the name of the room, and give it a password if needed. To create the room, highlight **CONTINUE** and press the **X** button.

In a chat room, you can review each player's connection and personal information before sending messages or challenges.

Next to each player's name, you can see a set of lights. A player with more lights has a better connection.

**NOTE:** Each light represents 0–100 milliseconds. If only one light is lit, it means that player has a ping time of more than 400 milliseconds. If all five lights are lit, the ping time is fewer than 100 milliseconds.

➡ To chat, press the **L1** button.

➡ To see more information about a player, highlight the User Name and press the **SELECT** button.

➡ To challenge a player to a race, press the D-button **⇧** to highlight the player, and then press the **X** button. Adjust the settings for your race. Then, select **SUBMIT PROPOSAL** and press the **X** button.

## EA SPORTS™ TALK

Talk smack to your opponents during online gameplay with EA SPORTS Talk.

➡ **To activate EA SPORTS Talk:** Connect your USB-supported headset to the PlayStation®2 computer entertainment system. Once the headset is plugged in, the voice chat function is automatically activated.

➡ To mute voice chat during the game, press the **R3** button.

**NOTE:** EA SPORTS Talk does not support modem connections.

**NOTE:** EA SPORTS Talk supports the Logitech USB headset.

**NOTE:** During gameplay, a microphone icon appears at the bottom-right of the screen when EA SPORTS Talk is enabled. If your USB headset is plugged into your PlayStation®2 console, and the microphone icon does not appear:

- ❖ Your opponent may not have a USB headset connected to their PlayStation®2.
- ❖ Your opponent may be connecting to the Internet through a dial-up modem connection.
- ❖ You and your opponent may have a low quality connection to each other.

## EA MESSENGER

Send an instant message, challenge, and find your buddies online. You can have up to 40 buddies in your EA Messenger.

➡ To open your EA Messenger, press the **○** button.

➡ To find a user, press the **○** button. Enter the user name in the space provided, and then select **DONE**.



# RACE MODES



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

## SPEEDZONE

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

### TO BEGIN A SPEEDZONE CHALLENGE:

1. From the Race Modes menu, select SPEEDZONE. Then, press the **X** button.
2. To select a SpeedZone challenge, press the D-button **↔** to highlight it and press the **X** button.
3. To select the difficulty of the challenge, press the D-button **↔** to highlight it and press the **X** button.

## LIGHTNING CHALLENGE

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

### TO BEGIN A LIGHTNING CHALLENGE:

1. From the Race Modes menu, choose LIGHTNING CHALLENGE and press the **X** button.
  2. Press the D-button **↑** to highlight a challenge. Press the **X** button to watch video of the NASCAR driver featured in this scenario.
  3. When the video finishes, the challenge begins.
- ➔ To skip the video, press the **X** button

## THUNDER LICENSE

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

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

### TO BEGIN A THUNDER LICENSE RACE:

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



## POST-RACE

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



## SEASON

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

### TO START A NEW SEASON:

1. From the Race Modes menu, choose SEASON. The Season menu appears.
  2. Choose NEW and press the **X** button. The Season Settings menu appears.
- To load a previously saved Season, select LOAD at the Season menu. For more information, > *Saving and Loading* on p. 28.

### SEASON SETTINGS MENU

#### PLAYERS

Choose 1–4 players to compete in your Season.

#### SCHEDULE

Choose a 12-, 24-, or 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 REPAIR

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

#### YELLOW FLAGS

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





### MULTIPLAYER SPEED COMP

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

### MULTIPLAYER AI CARS

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

## NASCAR® POINTS SYSTEM

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

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

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

### BONUS POINTS

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

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

## CAREER

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

### TO BEGIN A NEW CAREER:

1. From the Race Modes menu, choose CAREER. The Career menu appears.
2. Select NEW and press the **X** button.
  - To load a previously saved Career, choose LOAD at the Career menu. For more information, > *Saving and Loading* on p. 28.
3. The Career Settings screen appears. Adjust your career settings and then press the **START** button to continue. The Career Startup screen appears.

## CAREER STARTUP SCREEN



- ➡ To let the game sign your team and sponsors for you, select QUICK SIGN in the Career Setup screen.

### CREATING A CAR AND DRIVER

1. From the Career Startup menu choose CREATE-A-CAR and press the **X** button. The Create-A-Car menu appears.
  2. To create a new car, highlight NEW and then press the **X** button.
  3. Select a car design and press the **X** button to continue.
  4. The Driver/Car/Colors screen appears. Choose DRIVER. The Driver menu appears.
  5. Enter your driver information. To return to the Driver/Car/Colors menu, press the **△** button.
  6. Select CAR. Enter the name, and adjust your car options. To return to the Driver/Car/Colors menu, press the **△** button.
  7. Select COLORS. Choose the colors for your car. To return to the Driver/Car/Colors menu, press the **△** button.
- ➡ When highlighting a color from the color picker, press the **○** button to preview the car.
  - 8. When you are finished, press the **△** button to return to the Career Startup menu. To sign sponsors, press the **X** button.

### SIGNING SPONSORS

Top sponsors pay a lot for performance, and expect a lot out of you. Top finishes add prestige for your sponsors, who then expect better finishes in upcoming races.

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

- ❖ Choose the right sponsors for your skill level. If you can't meet their expectations, you might lose them.
1. From the Career Setup menu choose SIGN SPONSORS and press the **X** button.
- ➡ To let the game sign your sponsors for you, select the QUICK SIGN option.
2. The Sponsorship menu appears. Select your Primary, Secondary, Associates, 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.



## SIGNING YOUR TEAM

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

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

## RACE WEEKEND

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

Go to the Race Weekend menu  
(> *Race Weekend*, above)

Manage your sponsorships, manage your team, go to your garage, or oversee your R&D projects (> *Team Management* on p. 20)



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

Change your paint scheme

Adjust your settings (> *My NASCAR* on p. 23)

Save your Career to a memory card (> *Saving and Loading* on p. 28)

## TEAM MANAGEMENT

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

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

### SPONSORSHIP

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

- From the Team Management menu select SPONSORSHIP. The Sponsorship menu appears.  
For more information, > *Signing Sponsors* on p. 18.

### TEAM

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

- From the Team Management menu, choose TEAM. The Team menu appears. For more information, > *Signing Your Team* on p. 19.
- ❖ To get the most out of R&D, hire the best Builders you can afford.

### GARAGE

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

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

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

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



## SHOP ADDITIONS

You can purchase new tools and equipment to improve the quality and speed of your workshop.

### TO PURCHASE A SHOP ADDITION:

1. In the Garage menu, press the D-button  $\leftrightarrow$  to select the category of your desired Shop Addition, and press the  $\otimes$  button. The list of available Additions is displayed.
  2. To select the Addition to purchase, press the D-button  $\updownarrow$ . Then press the  $\otimes$  button.
  3. Then, press the D-button  $\leftrightarrow$  to select the level of investment in your Shop Addition. Press the  $\otimes$  button.
- ❖ Investing more in the Shop Addition project means that the project is completed sooner.

## REFERENCE

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

## SAVING A CAREER

### TO SAVE A CAREER IN PROGRESS:

1. From the Career menu, press the **R1** button. The Quick Save screen appears.  
 $\odot$  To toggle display of all files or only the changed ones, press the D-button  $\leftrightarrow$ .
2. To select a file to save, press the D-button  $\updownarrow$ . Then press the  $\otimes$  button.
3. If using multiple memory cards, select the memory card on which to save your career to and press the  $\otimes$  button.
4. The Save screen appears. To select a slot in which to save your career file, press the D-button  $\updownarrow$ . Then press the  $\otimes$  button.
5. Enter a name for the file. Highlight **DONE**, and press the  $\otimes$  button.
6. Press the  $\otimes$  button to acknowledge the confirmation. You then return to the Career Mode menu.

## CAREER TIPS

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

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

# FEATURES

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

## WHAT'S NEW

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

## NASCAR 101

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

## CREATE-A-CAR

Design the perfect NASCAR ride and your own driver.

### TO CREATE A CAR:

1. From the Features menu, choose CREATE-A-CAR. The Create-A-Car menu appears.
2. Highlight NEW and then press the **X** button.
3. D-button  $\leftrightarrow$  to select a car on which to base your new car.
4. Continue as you would when creating a car in Career mode ( $>$  p. 17).

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

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

- In Race Now or Season, press the D-button  $\updownarrow$  until you highlight the name of your created car or driver. Then press the **X** button.
- In Career mode, select MODIFY at the Create-A-Car menu. Press the D-button  $\leftrightarrow$  until your created car appears. Then press the **X** button.





## **MY NASCAR®**

Through the My NASCAR feature, you can review your best laps on each track or change your personal settings.

## **EA SPORTS™ BIO**

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

- ❖ The first time you select EA SPORTS BIO from the My NASCAR screen, with a memory card in MEMORY CARD slot 1, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level (> below).

## **EA SPORTS™ GAMER LEVELS**

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

### **EA SPORTS TITLES PLAYED**

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

### **GAME TIME**

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

### **NUMBER OF GAMES PLAYED**

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

## REWARDS

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

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

## PRODUCT LISTING SCREEN

Number of all EA SPORTS titles played

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




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

## PRODUCT SUMMARY SCREEN

Total time spent playing the selected title

Number of games played for this title

Press the  button to delete your entire EA SPORTS Bio



Rewards unlocked or waiting for you in another EA SPORTS title

Toggle Major and Recent Accomplishments

## ACCOMPLISHMENTS

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

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

### MAJOR ACCOMPLISHMENTS

This list shows the five highest-ranking accomplishments.

### RECENT ACCOMPLISHMENTS

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

**NOTE:** *NASCAR Thunder 2004* only supports the EA SPORTS Bio in MEMORY CARD slot 1.





## TROPHY ROOM

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

- To review other trophies, press the D-button ⇄. To go to other halls in your Trophy Room, continue pressing D-button ⇄.
- To view the highlighted trophy, press the ⓧ button.

## THUNDER PLATES

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

### TO ACTIVATE A THUNDER PLATE:

1. From the My NASCAR menu, choose THUNDER PLATES. The Thunder Plates menu appears.
  - Press the R2 button or the L2 button to turn the page and view more Thunder Plates.
2. To toggle a Thunder Plate, press the D-button to highlight it and press the ⓧ button, then press the D-button ⇄.

## BEST LAPS

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

- To view your best laps, choose BEST LAPS. The Best Laps screen appears. Press the D-button ⇄ to cycle between categories.
- To delete a best lap, highlight the lap time you want deleted and press the ⓧ button.

## GAMEPLAY SETTINGS

In the Gameplay Settings screen, you can tweak your gameplay, display, and controller settings. Or, load saved settings from the memory card.

- To change a setting, press the D-button ⇄ to highlight a setting category. Then, press the ⓧ button. Press the D-button ⇅ to highlight a setting.

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

## RULES

### AI DIFFICULTY

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

### RACE LENGTH

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

### ALLOW ASSISTS

Allow the use of gameplay assists.

### UNLIMITED FUEL/TIRES

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

### DAMAGE

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

### YELLOW FLAGS

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

### MULTIPLAYER SPEED COMP

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

### MULTIPLAYER AI CARS

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

## ASSISTS

### INFORMATIVE BEST LINE

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

### DRIVING ASSISTS

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

## DISPLAY

### LEADERBOARD

Toggle display of the leaderboard in the game.

### INFO DISPLAY

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

### CAMERA ANGLE

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

### CAMERA SHAKE

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

### REAR VIEW MIRROR

Toggle display of the rear view mirror in your car.

### RIVAL-PASSING INDICATORS

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



## CONTROLLER

- To use a different controller configuration, press the D-button  $\updownarrow$  to select the current configuration. Then, press the D-button  $\leftrightarrow$  to change it.
- To toggle controller vibration, press the D-button  $\updownarrow$  to select the Vibration setting. Then, press the D-button  $\leftrightarrow$  to change it.

## USER INFO

In the User Info screen, you can set the basic user information for any of your four profiles and select one to use. For more information, > *Profiles* on p. 27.

## LOAD

In the Load screen, you can load saved settings from the memory card. For more information, > *Saving and Loading* on p. 28.

## SYSTEM SETTINGS

### AUDIO

#### MASTER VOLUME

Set the overall volume of sound and music in the game.

#### SPEECH VOLUME

Set the volume of speech in the game.

#### IN GAME AUDIO

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

#### SOUND FX VOLUME

Set the volume of sound effects in the game.

#### ENGINE VOLUME

Set the volume of engine noise in the game.

#### MUSIC VOLUME

Set the volume of music in the game.

#### CHANNELS

Configure the channels available through your sound system: MONO, **STEREO**, or DOLBY® SURROUND.

### MUSIC

- To toggle playback of a track in the game, press the D-button  $\updownarrow$  to highlight the track. Then, press the  $\otimes$  button.

## LOAD

In the Load screen, you can load saved settings from the memory card. For more information, > *Saving and Loading* on p. 28.

## PROFILES

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

### TO LOAD OR CREATE A PROFILE:

1. To view your profiles, press the  $\odot$  button in the Main menu.
  2. The User Information for the current profile is displayed.
- To review a different profile, press the D-button  $\updownarrow$  to highlight the current profile name. To select a profile, press the D-button  $\leftrightarrow$ .

# SAVING AND LOADING

Save or load files from your memory card.

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

## QUICK SAVE

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

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

### TO QUICK SAVE:

1. If you see the Quick Save icon at the bottom of the screen, press the **R1** button. The Quick Save screen opens.
  2. Press the D-button  $\updownarrow$  to select the file to save. Then, press the  $\times$  button.
  3. Press the D-button  $\updownarrow$  to select the slot in your memory card in which to save the file. Then, press the  $\times$  button.
- ➡ To delete a file, press the  $\odot$  button.

## AUTOSAVE

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

**NOTE:** To use Autosave, you must have a memory card inserted in MEMORY CARD slot 1.

### TO TOGGLE AUTOSAVE:

- ➡ In any screen where Quick Save is available, press the **R1** button to open the Quick Save screen. To toggle Autosave, press the  $\odot$  button.

## LOADING A CAREER OR SEASON

### TO LOAD A CAREER OR SEASON:

1. From the Main menu, select RACE MODES. Then, select either CAREER or SEASON.
  2. Highlight LOAD and press the  $\times$  button.
  3. Select the MEMORY CARD slot that contains the memory card you wish to use.
  4. Highlight the file you wish to load, and press the  $\times$  button.
- ➡ To DELETE a file, highlight it and press the  $\odot$  button.



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SIDEBURNS	Mutton Chops		
EYEBROWS	Pointed		
HAIR	Light Brown		
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