



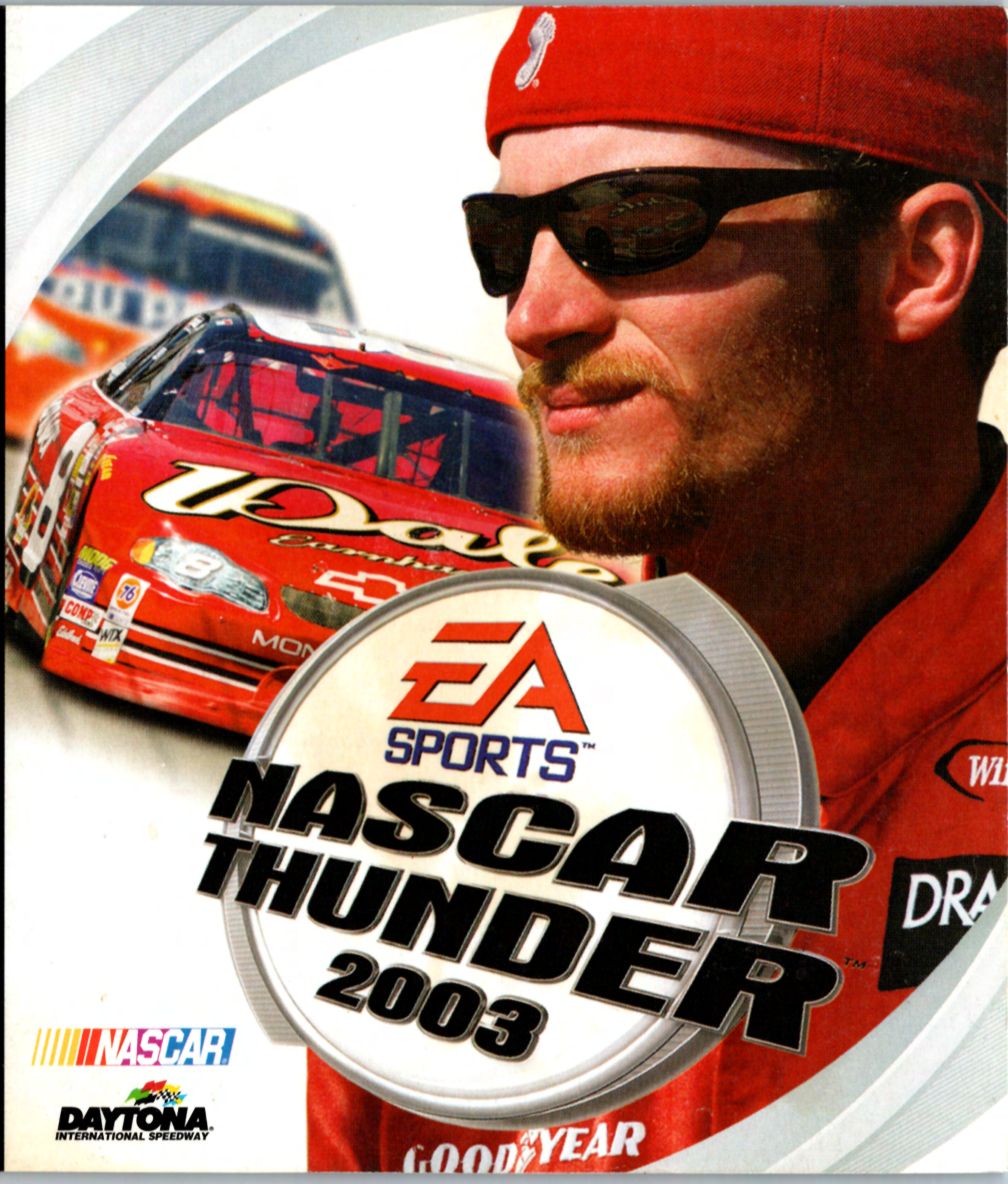
PlayStation

NTSC U/C

PlayStation



SLUS-01502



EA SPORTS™
NASCAR
THUNDER
2003



GOODYEAR

DRA

WI

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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:

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USE OF UNOFFICIAL PRODUCT:

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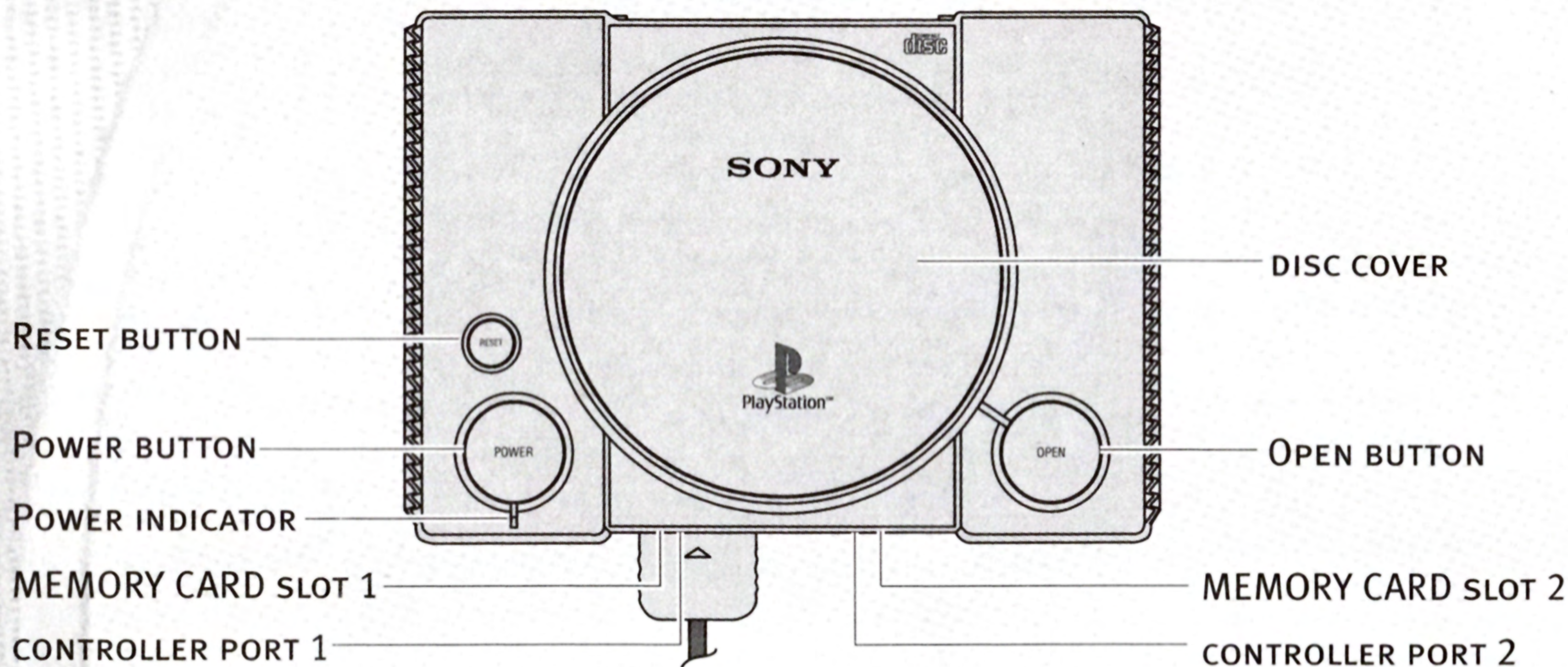
- ↳ This compact disc is intended for use only with the PlayStation game console.
- ↳ Do not bend it, crush it, or submerge it in liquids.
- ↳ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ↳ Be sure to take an occasional rest break during extended play.
- ↳ Keep this 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.



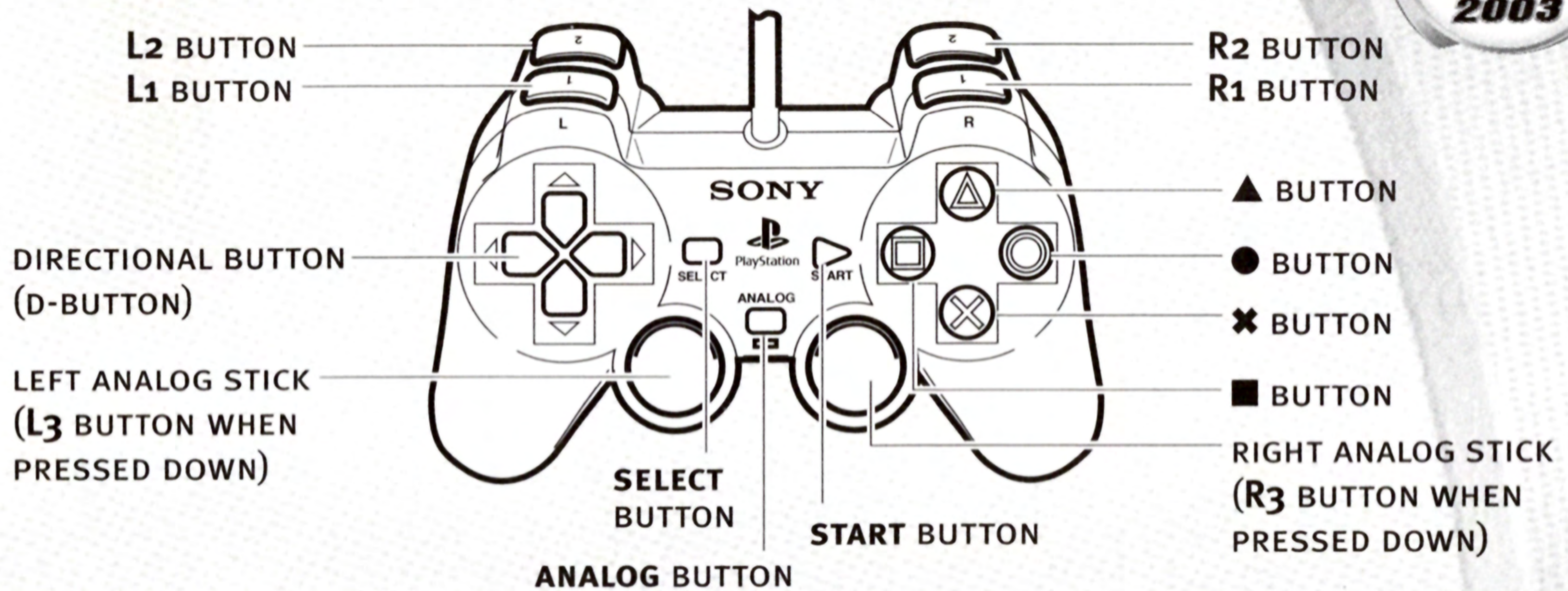
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STARTING THE GAME



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™ 2003* disc and close the disc cover.
3. Insert game controllers and turn ON the PlayStation game console.
↳ To skip the opening video, press the **START** button.
4. At the *NASCAR Thunder 2003* title screen, press the **START** button to advance to the Main menu.

COMMAND REFERENCE



MENU CONTROLS

| | |
|----------------------------------|------------|
| Highlight menu items | D-Button ↑ |
| Cycle choices/move sliders | D-Button ↔ |
| Select/Go to next screen | ✕ button |
| Cancel/Return to previous screen | ▲ button |
| Help menu | ● button |



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

COMPLETE CONTROLS

Slide into the driver's seat and familiarize yourself with these racing controls.

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 Heads Up Display | SELECT button |
| Shift up/down (manual transmission only) | R2/R1 button |
| Pause Menu | START button |



SETTING UP THE GAME

MAIN MENU

From the Main menu, slide into the driver's seat for a Quick Race, run an entire Season, race against a friend, and set your game options.

- | | |
|---------------------|--|
| QUICK RACE | Race with a random car, in a random position, on a random track. |
| 1 PLAYER | Run a Single Race against the field, create and race in a Season of your design (► p. 6), access your Thunder Plates (► p. 12), take a peek at the Hall of Fame, or view Records by track. |
| 2 PLAYER | Run a Single Race, create and race in a Season with two players, access the Thunder Plates, check out the Hall of Fame, or view Records by track. |
| GAME OPTIONS | Set Audio Options, Driving Aides, Controller Configuration settings, and view game Credits (► p. 13). |

SINGLE RACE

Go straight to the racetrack to get a quick fix of *NASCAR Thunder*.

SINGLE RACE SETUP MENU

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

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

- | | |
|------------------------|--|
| GO RACIN' | Begin the Race Weekend. |
| DRIVER | Cycle through cars and drivers. |
| TRACK | Cycle through tracks. |
| NASCAR® OPTIONS | Adjust your racing options (► <i>NASCAR Options</i> on p. 13). |

↳ After you select your car and track, select GO RACIN' and press the ✕ button. The Race Weekend menu appears.

RACE WEEKEND MENU

On race day there are a lot of things to test and tweak to ensure your victory lap. Modify your car in the Garage, take a few Practice laps by yourself to get the hang of the track, or just go straight to the asphalt and drop the hammer.

- GARAGE** Fine-tune your car to squeeze every drop of performance out of her (► *In the Garage* on p. 14).
- PRACTICE** Take a few practice laps around the track by yourself to get a feel for it.

NASCAR THUNDER 2003 CHAMPIONSHIP POINTS SYSTEM

The winner of each race receives 175 points. For each subsequent finishing spot, the driver receives 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).

- QUALIFY** To start near or even 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** Work out the kinks while you race 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

Race an entire season for the NASCAR® championship as your own created driver, in your own created car, and set to your season specifics.

↳ From the 1 or 2 Player menu, choose SEASON MODE and press the ✖ button. The Season menu appears.

- LOAD SEASON** Load a season you've created from your memory card.
- DRIVER** Choose your car and driver or create one of your own.



To create a driver:

- 1.** From the New Season menu, highlight DRIVER and press the **X** button.
- 2.** Cycle through the drivers by pressing the D-button \leftrightarrow until CREATE 1 is displayed and then press the **X** button.
- 3.** Create a name and select a car number and make. Then proceed to the Paint Shop to personalize your car.
- 4.** In the Paint Shop, press the D-button \updownarrow to select a section of the car, and press the D-button \leftrightarrow to select a color or logo for that section.
- 5.** Select DONE from the Paint Shop menu, press the **X** button, and your new driver appears in the window.

SEASON TYPE

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

NASCAR® OPTIONS

Adjust the options to make your *NASCAR Thunder* experience more realistic (► p. 13).

SEASON TYPE

Choose from eight different Season Types. Run a Full or Half Season with default or Fantasy settings, race the Road Course Challenge, the Speedway Shootout, or the Short Track Challenge. And if you want a little bit of all seven, take the tracks you want and customize your own season.

To create a Custom Season:

- 1.** From the Season Type menu, select CUSTOM SEASON.
- 2.** Press the **■** button to edit your Custom Season.
- 3.** Press the D-button \leftrightarrow to select from 27 tracks to add to your season. Press the D-button \updownarrow to switch track slots and add more tracks. You must have at least five.
- 4.** Press the **■** button to finish editing your Custom Season.
- 5.** Press the **X** button to return to the Create Season menu.
- 6.** From the New Season menu, select DONE, press the **X** button, and the Season menu for the new season that you've just created appears.

SEASON MENU

From here you have access to all the options you need to take the season.

| | |
|------------------|---|
| SAVE SEASON | Save and update your created season. |
| PLAYER STATS | View your statistics. |
| SEASON STANDINGS | View the Standings for the season. |
| USER RECORDS | View your personal records and the NASCAR Hall of Fame. |
| GAME OPTIONS | Set audio options, driving aids, configure your controller, toggle auto track stats, and view game credits. |
| GO RACIN' | Hit the track and tackle the next Race Weekend in your season. |

LOAD/SAVE SEASON MENU

Load or save your created Season.

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 and press the **X** button. The Memory Card window appears.
2. Highlight the season that you want to save and press the **X** button. The Edit filename window appears.

↳ To rename your season press the D-button (optional).

3. Press the **X** button to save your season.

To load a saved season:

1. From the New Season menu, select LOAD SEASON, press the **X** button. The Memory Card window appears.
2. Highlight the season you want to load, and press the **X** button.
3. Press the **X** button again to exit and go to the Season menu.

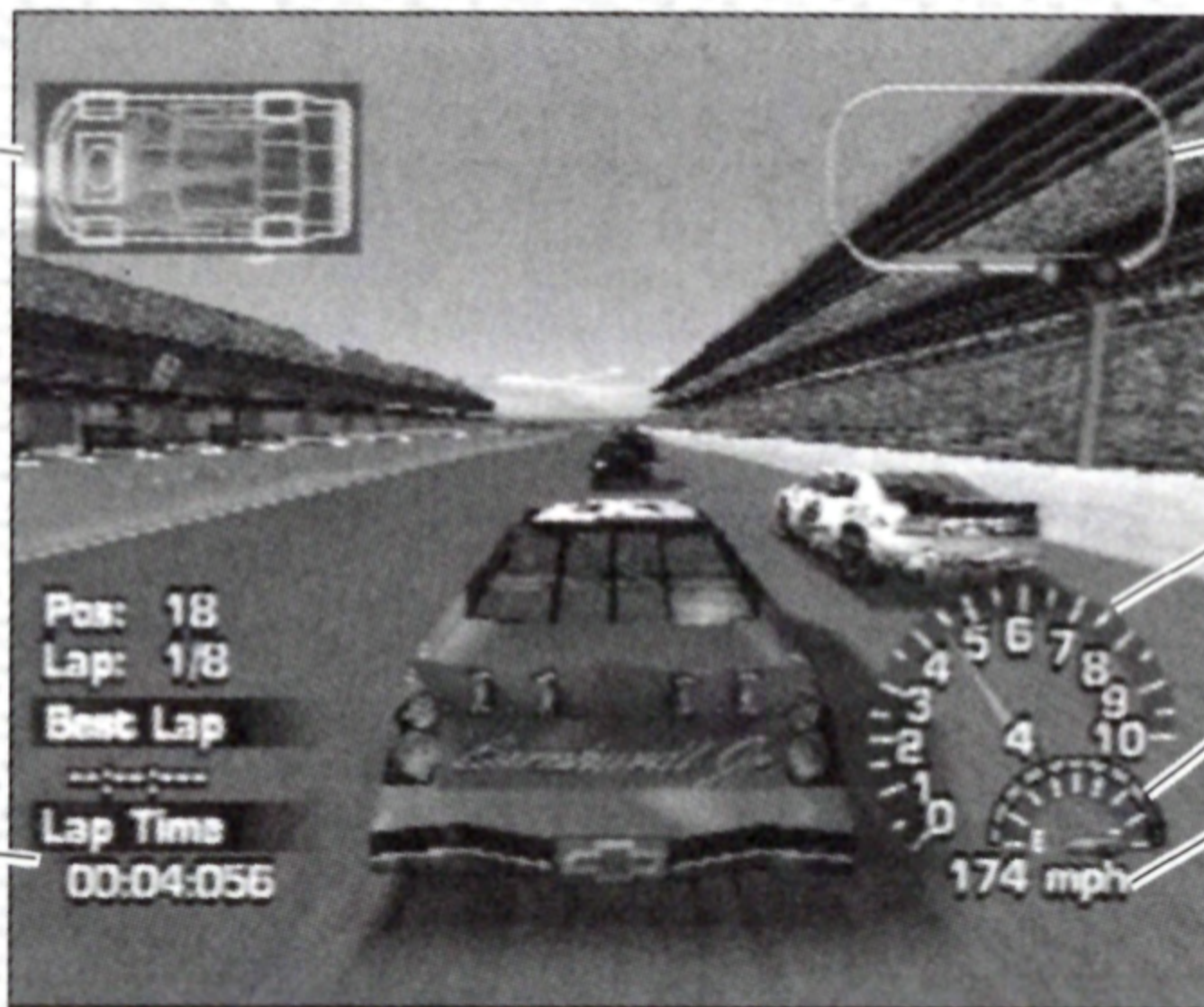
ON THE TRACK

Everything that you need to know to win the race is covered here.



RACE SCREEN

DAMAGE INFO



RACE INFO

TACHOMETER

FUEL GAUGE

CURRENT SPEED

STAT OVERLAY

⇨ Push the **SELECT** button to toggle ON/OFF any of the on-screen info.

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. 11).

FLAGS

GREEN

The green flag indicates the start of the race. When the green flag drops, punch it. The green flag also appears after a yellow caution flag during the race to let drivers know that it's okay to begin racing again.

YELLOW

The yellow flag cautions drivers to slow down and hold their positions because an unsafe condition exists on the racetrack. Cars may pit after the first lap under a yellow flag.

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 on his final lap of the race. This is your last chance to try and pull ahead of the leader. If you are the leader, watch your back 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, you are taken back to the Season menu.

PIT STOPS

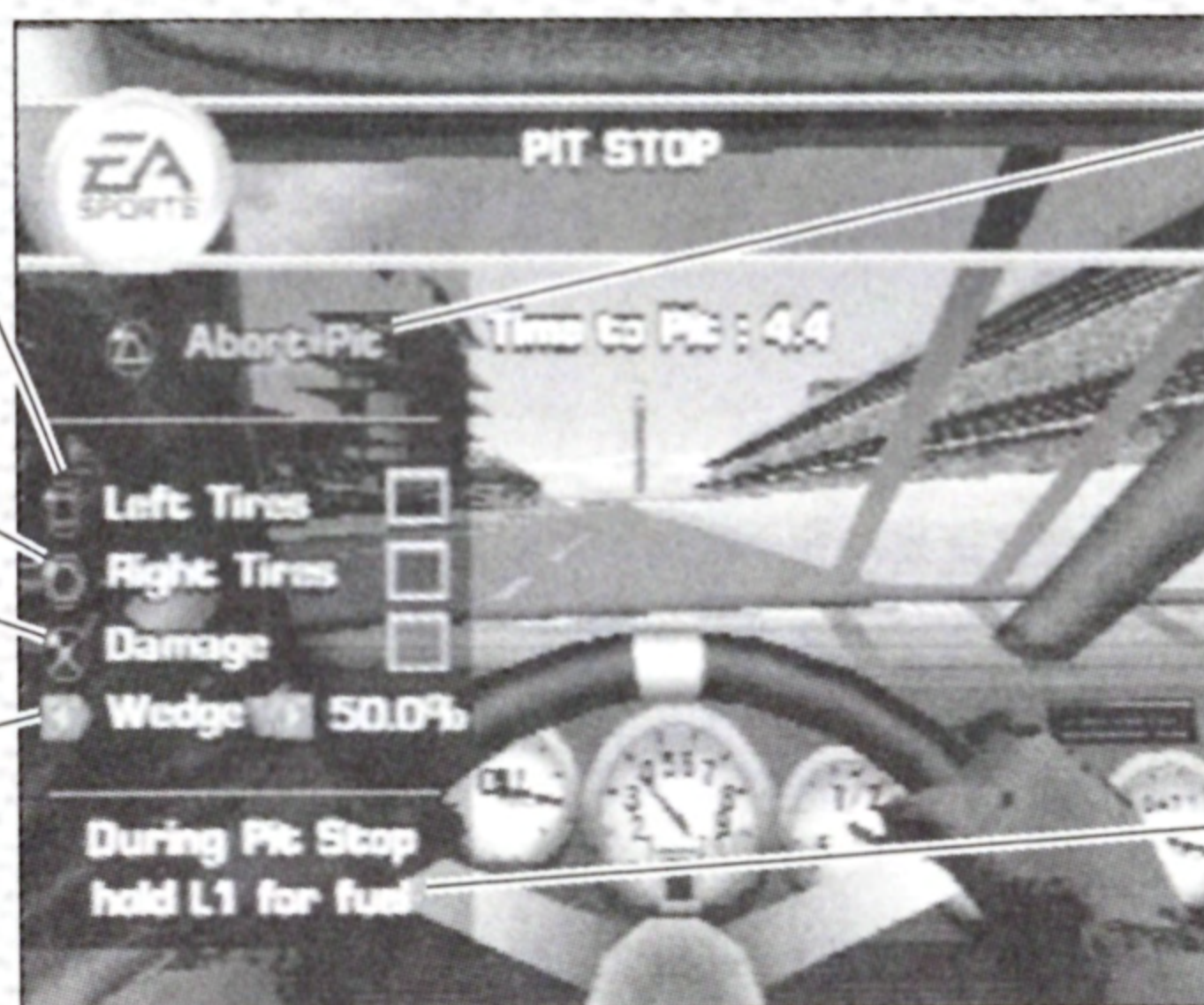
There are four situations that warrant a visit to pit road: low fuel, worn tires, poor handling, and damage.

PRESS THE ■ BUTTON FOR A LEFT TIRE CHANGE

PRESS THE ● BUTTON FOR A RIGHT TIRE CHANGE

PRESS THE ✕ BUTTON TO REPAIR DAMAGE

PRESS THE D-BUTTON ↔ TO INCREASE OR DECREASE THE WEDGE



PRESS THE ▲ BUTTON TO ABORT THE PIT STOP

HOLD THE L1 BUTTON FOR FUEL



To make a successful pit stop:

- 1.** Decide which services you want before you enter the pits. This cuts down on your time inside.
- 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.



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 **X** button or **▲** 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.

NOTE: Options that are self-explanatory have been omitted here.

DRIVING AIDS

Turn Auto Breaking **ON** to help you take those curves. Turn Stability Control **ON** to help keep your car from losing traction and spinning out.

NASCAR® TIMING

Displays the NASCAR Timing information for the race.

THUNDER PLATES

Successfully complete challenges to earn Thunder Plates.

↳ To access, select THUNDER PLATES from the 1 or 2 Player menu and press the **✕** button.

THUNDER PLATES LOAD/SAVE MENU

LOAD P1/P2 PLATES Load saved Plates from your Memory Card.

SAVE P1/P2 PLATES Save progress for Player 1 or Player 2.

DONE Continue on to the Thunder Plates menu.

EARNING THUNDER PLATES

↳ In the Thunder Plates menu, choose Challenge to select from a list of challenges and earn Thunder Plates when you successfully complete a selected challenge.

- ⊙ You are assigned a specific driver and track for each Challenge.
- ⊙ Accumulate earned Thunder Plates to give you the extra edge later in the season.

ACTIVATING THUNDER PLATES

To activate a Thunder Plate:

- 1.** Scroll through the Thunder Plates by using the **L1** button and the **R1** button.
 - 2.** Press the **✕** button to select the plate you wish to activate and then press the **✕** button again to confirm.
 - 3.** Repeat steps **1** and **2** for other Thunder plates you wish to use.
 - 4.** When you are finished, select **DONE**, then press the **✕** button.
- ⊙ You can only use Thunder Plates in a Single Race (1 Player and 2 Player), not in Season mode.
 - ⊙ You can load six Thunder Plates per race.
 - ⊙ You must activate Thunder Plates *before* a race if you wish to use them.



OPTIONS MENUS

Adjust the game settings to suit your racing style.

NOTE: Options that are self-explanatory or that have been previously covered have been omitted here.

GAME OPTIONS

These options are available from the Main menu.

CONTROLLER 1 CONFIG *NASCAR Thunder 2003* features several controller setups, each with a slightly different button configuration.

↳ From the Controller Config. screen, press the D-button ↔ to select the setup that you want, then press the ✖ button to accept and exit.

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.

NASCAR® OPTIONS

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

CAR DAMAGE A damaged car can seriously affect driving performance.

ENGINE BREAKDOWNS With Car Damage ON, you can set Engine Breakdowns ON for the possibility of blowing your engine.

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 to **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.

⊙ Select Garage from the Race Weekend menu and 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 top speed.

DEFAULT

Reset all options to their original settings.



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MUSIC

“MAGIC CARPET RIDE”

Performed by Steppenwolf

Written by John Kay and Rushton Moreve

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From “20th Century Masters: The Best Of

Steppenwolf The Millennium Collection”

“GET AWAY”

Performed by (hed)p.e.

Written by Jahred, M. Young

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Inc. (ASCAP)

(P) 2002 Recording courtesy of Jive Records

“CIRCLES”

Performed by Nonpoint

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

Robert John Lange

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