



PlayStation

NTSC U/C

PlayStation

EVERYONE

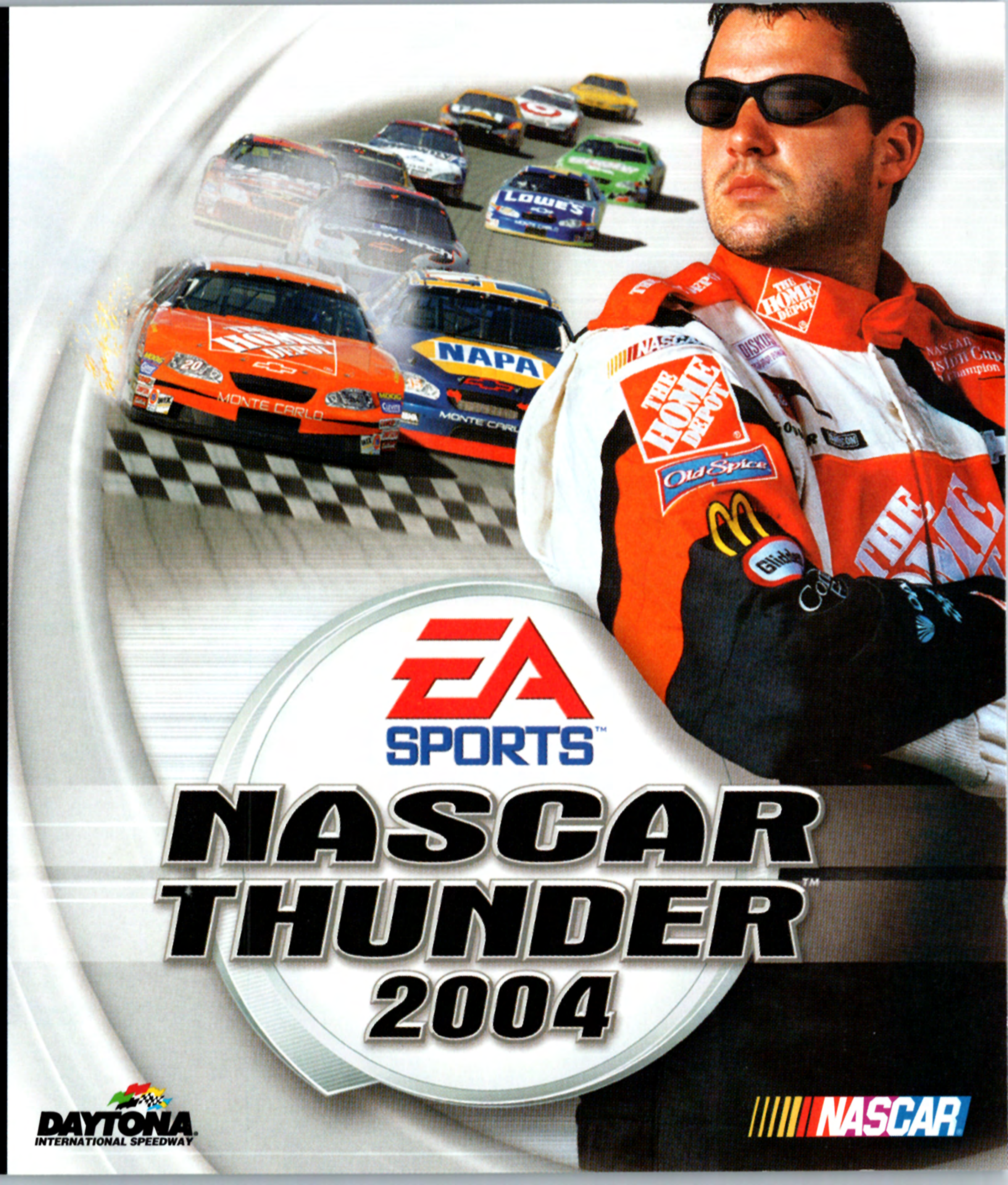


CONTENT RATED BY ESRB

SLUS-01571



NASCAR THUNDER 2004



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:

Do not connect your PlayStation game 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 UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- ❖ 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.

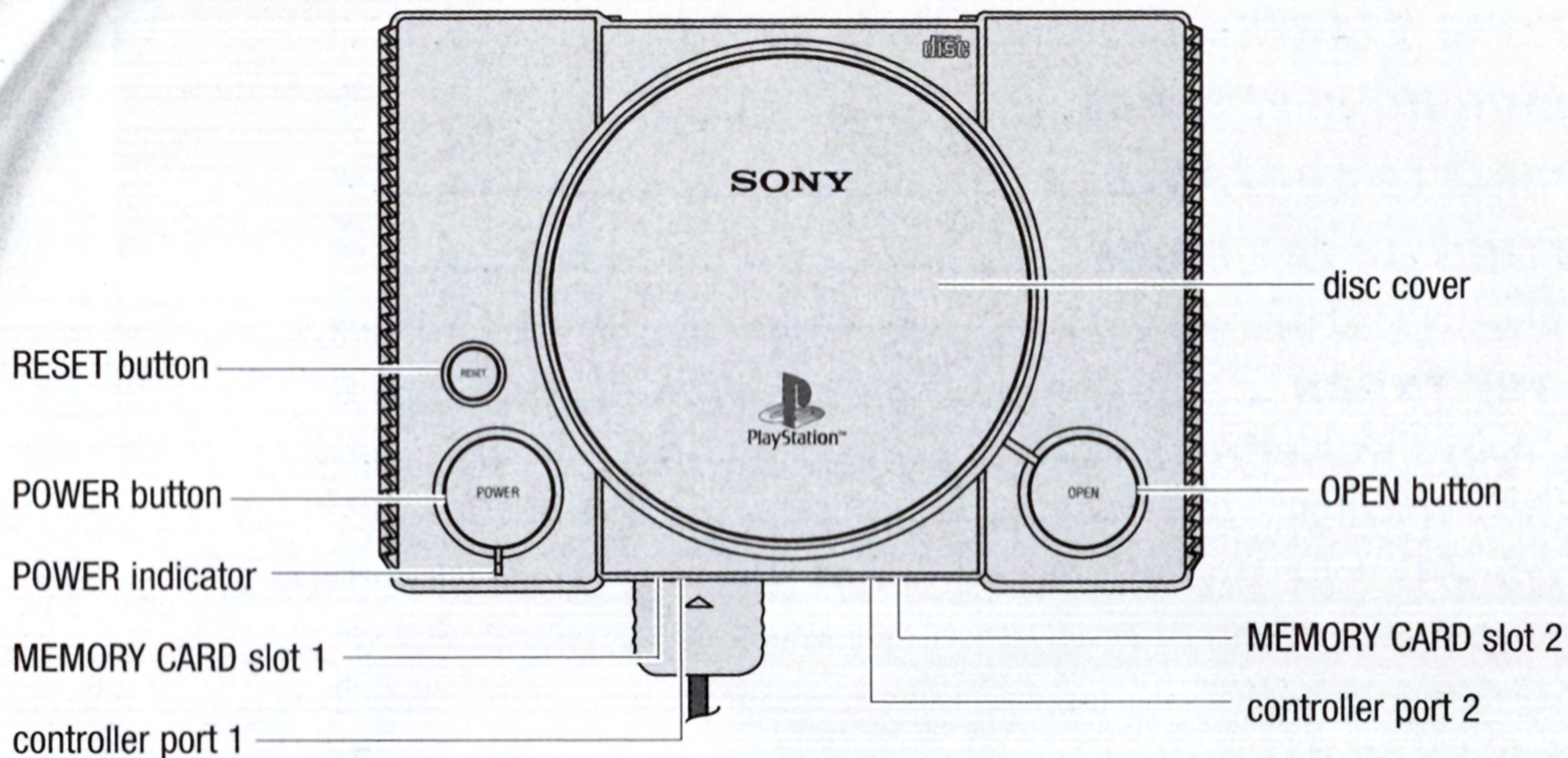
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



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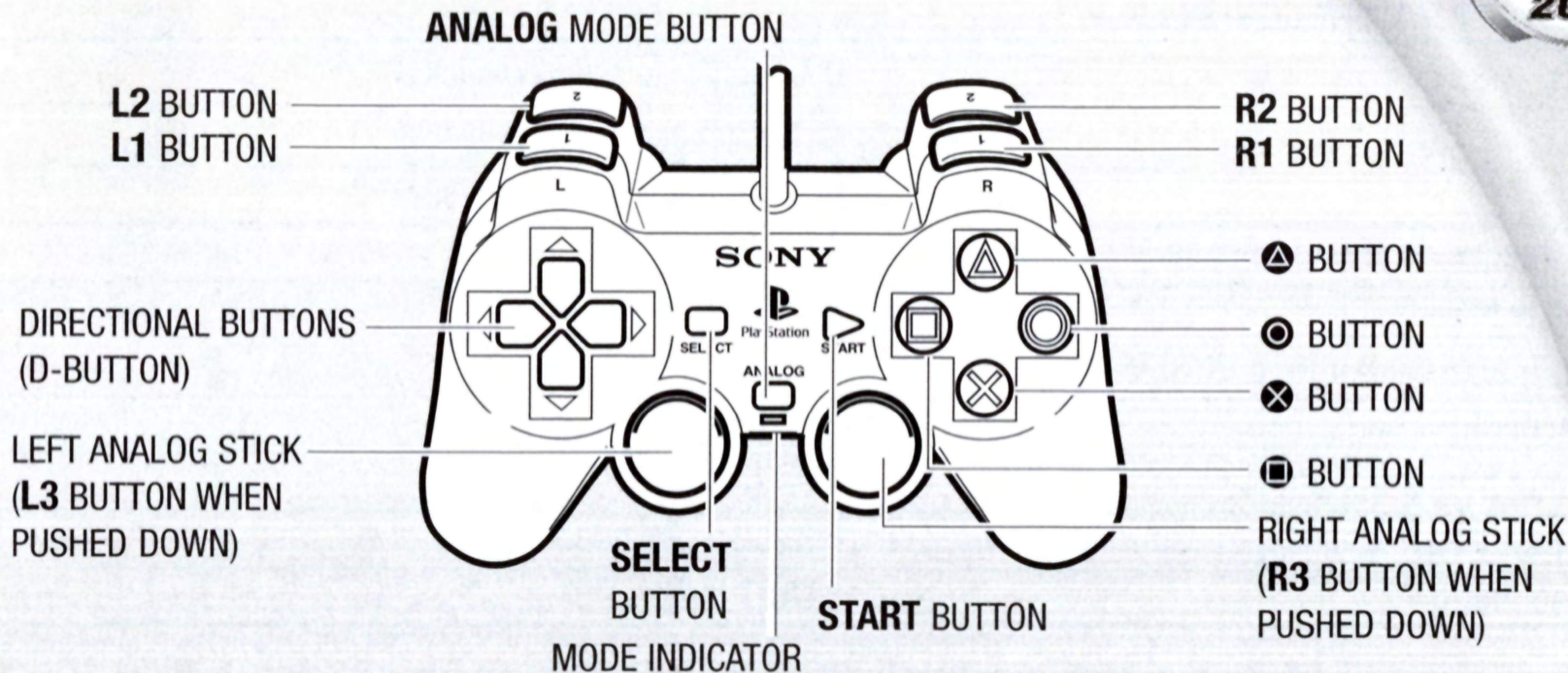
GETTING STARTED



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™ 2004* disc and close the disc cover.
3. Insert game controllers and turn on the PlayStation game console.
4. After the introductory screen, press **START** to advance to the Main menu. > *Main Menu* on p. 5.

COMMAND REFERENCE

DUALSHOCK® ANALOG CONTROLLER



MENU CONTROLS

Highlight menu item	D-button ⇕
Change highlighted item	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, check out 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
Change heads up display	SELECT button
Shift up/down (manual transmission only)	R2 button/ R1 button
Pause menu	START button

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

SETTING UP THE GAME

Whether you're playing a 1 or 2 player game, reading this section can get you to the track quickly and ready to race.



MAIN MENU

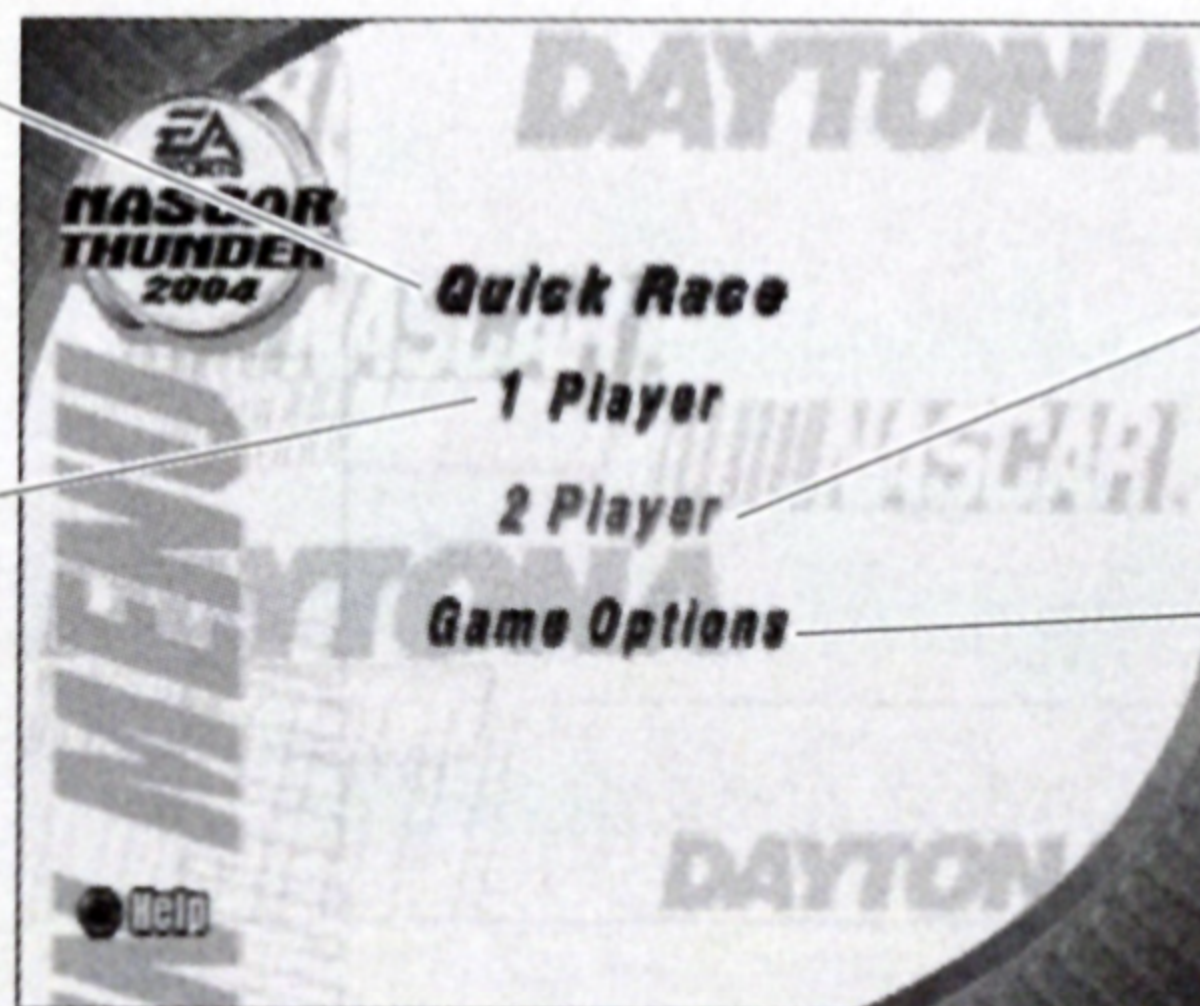
From the Main menu, start a Quick Race, run an entire Season, race against a friend, and set your game options.

QUICK RACE:

Race with a random car, in a random position, on a random track

1 PLAYER:

Run a Single Race against the field (> p. 8), create and race for a Season of your design (> p. 9), access your Thunder Plates (> p. 11), take a peek at the Hall of Fame, or view Records by track.



2 PLAYER:

Run a Single Race or Season with two players.

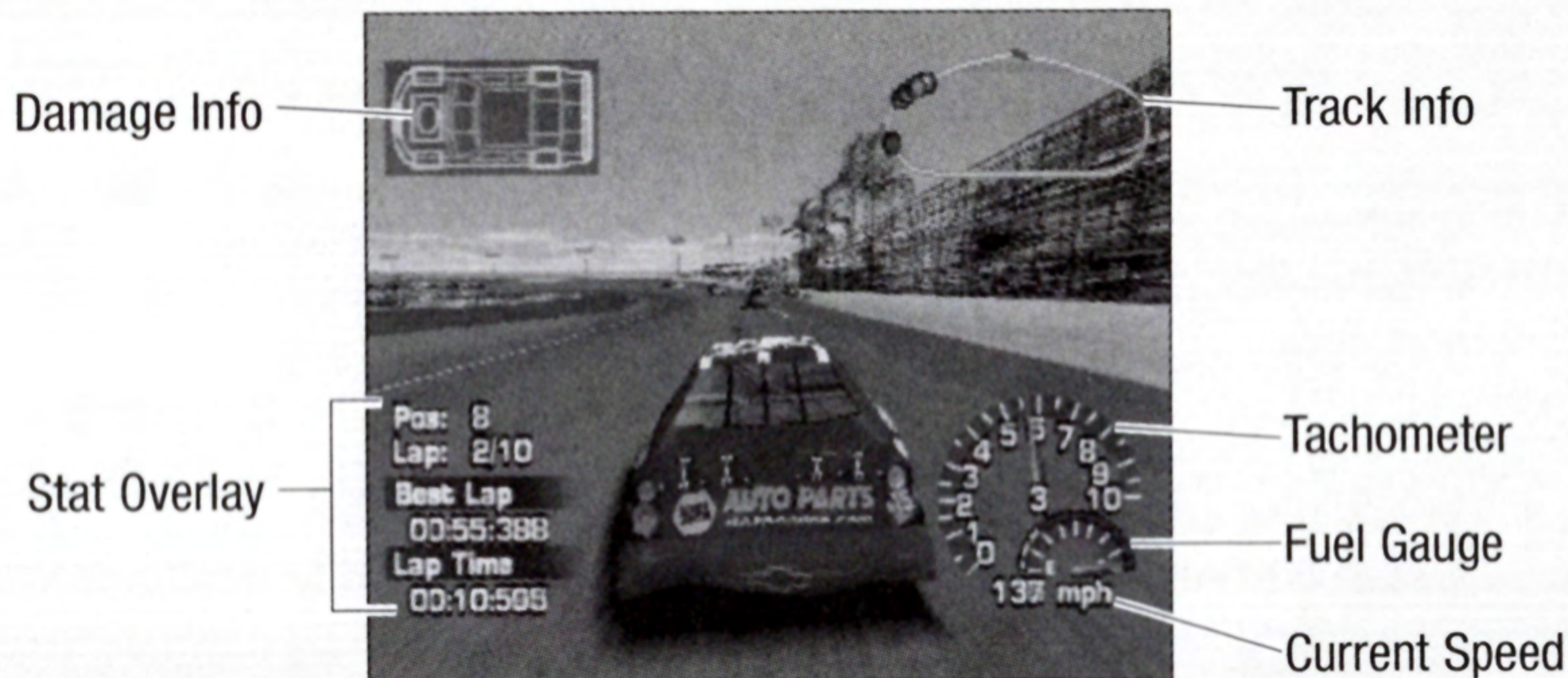
GAME OPTIONS:

Set Audio Options, Driving Aids, Controller Configuration settings, and access your memory card (> p. 14).

ON THE TRACK

Everything that you need to know about racing in *NASCAR Thunder 2004* is covered here.

RACE SCREEN



➤ To toggle display of on-screen information, press the **SELECT** button.

SPLIT TIME

In the lower-left corner of the race screen, you can track your split times for each segment and lap of the race. Your times across each segment are recorded and then compared to your best times across the segment during earlier laps. Improvements are listed in green type, while red type indicates that you were slower on the current lap.

➤ To view time traps, access the Pause menu and select NASCAR® TIMING (> *Pause Menu* on p. 8).

FLAGS

GREEN

When the green flag drops, the race is on. During the race, the green flag may appear after a yellow caution flag to resume racing.

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 to pace speed 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. If you're in front, the pack makes 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

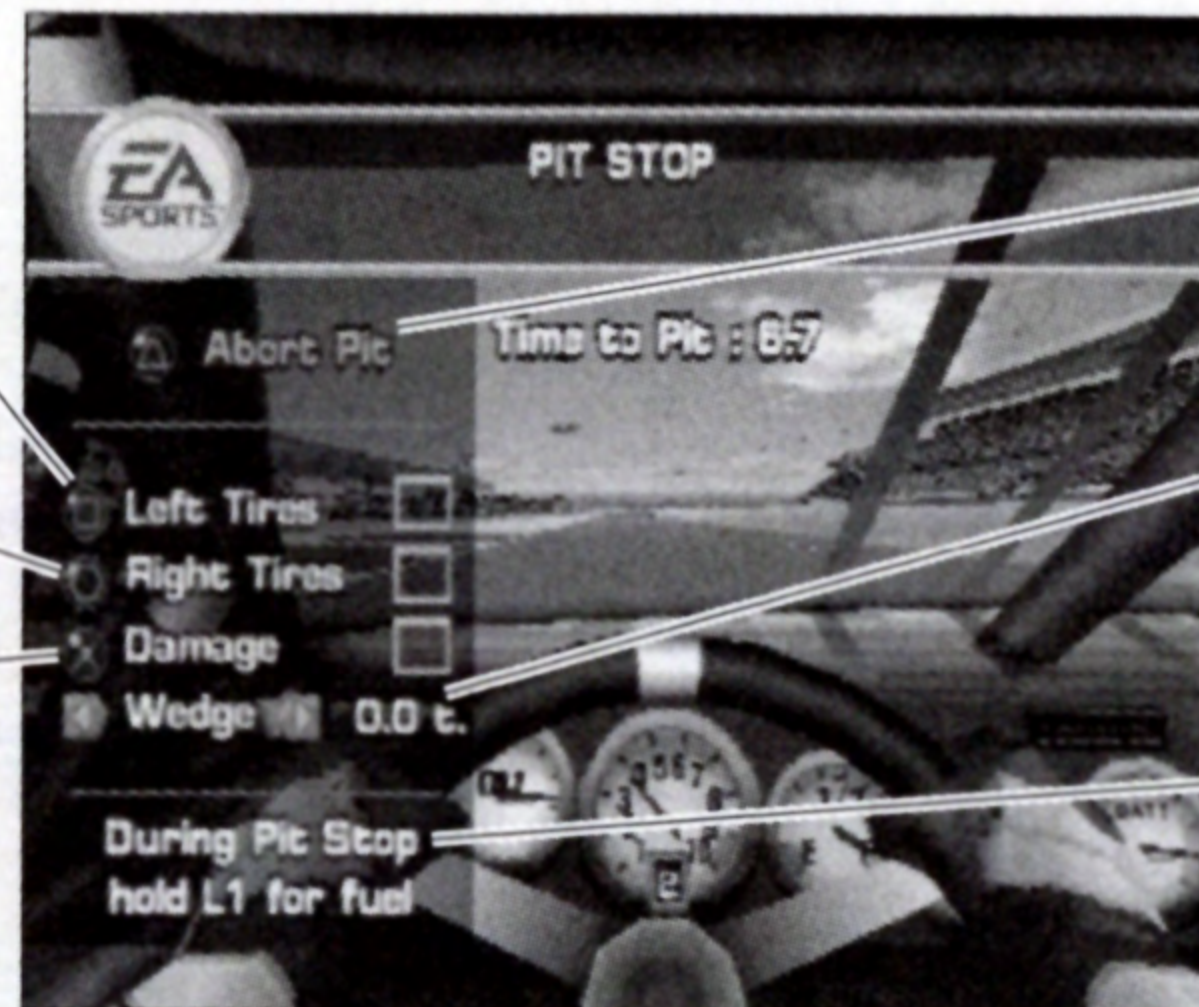
You should make a pit stop in the following four situations: low fuel, worn tires, poor handling, and damage.


- ❖ Some races do not have pit stops. You can set the frequency of pit stops in the NASCAR options menu. For more information, ➤ *NASCAR Options* on p. 12.


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

Press and hold the **L1** button for fuel

TO MAKE A SUCCESSFUL PIT STOP:

1. Decide which services you want before you enter the pits, which cuts down on your pit time.
2. Enter pit road. The Pit Service menu appears.
3. Select the needed services before your car comes to a stop.
4. When the pit stop is 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, press and hold the **L1** button until you think you have taken enough fuel. Release the **L1** button, and then 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.

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

NASCAR® TIMING

Displays your split times for the race.

DRIVING AIDS

Turn Stability Control **ON** to improve traction. Turn Auto Braking **ON** to improve your performance through turns.

SINGLE RACE

Go straight to the racetrack to get a quick fix of *NASCAR Thunder 2004*.

SINGLE RACE SETUP MENU

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

GO RACIN'

Begin the Race Weekend.

DRIVER

Cycle through available cars and drivers.

TRACK

Cycle through tracks and time of day settings.

NASCAR® OPTIONS

Adjust your racing options (> *NASCAR Options* on p. 12).

➤ To begin racing, select your driver and track. Then, highlight 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 get to Victory Lane. Modify your car in the Garage, take a few Practice laps by yourself to get the hang of the track, or go straight to the starting grid and drop the hammer.

GARAGE

Fine-tune your car to squeeze out every drop of performance (> *In the Garage* on p. 13).

PRACTICE

Take a few solo laps around the track to practice.

QUALIFY

If you don't qualify before a race, you automatically start at the back of the field.

HAPPY HOUR

Work out the kinks against other drivers 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 **X** button. The Season menu appears.

NASCAR THUNDER 2004 CHAMPIONSHIP POINTS SYSTEM

The winner of each race receives 175 points. For each subsequent finishing spot, the driver receives a lower point total. Five bonus points are awarded for each lap that a driver leads during the race. The driver who leads the most laps during a race receives an additional five points.

LOAD SEASON

Load a created season from your memory card.

DRIVER

Choose your car and driver.

SEASON TYPE

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

NASCAR® OPTIONS

Adjust your options to make your *NASCAR Thunder 2004* experience even more realistic.

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 everything, 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. To select a track for the current slot on the schedule, D-button **↔**.
- To select another schedule slot, press the D-button **↕**.
 - ❖ You must have at least five tracks on your schedule.

4. To finish editing your Custom Season, press the **□** button.
5. To select your custom season, press the **⊗** button.
6. To begin the season, highlight DONE and press the **⊗** button. The Season menu appears.

SEASON MENU

From the Season menu, you can access all the options you need to begin your pursuit of the NASCAR Winston Cup.

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, access your memory card, and more.
GO RACIN'	Hit the track for 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 **⊗** button. The Memory Card window appears.
2. Highlight the season that you want to save and press the **⊗** button. The Edit filename window appears.
❖ To rename your season, use the D-button (optional).
3. Press the **⊗** button to save your season.

TO LOAD A SAVED SEASON:

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



THUNDER PLATES

Complete these challenges to earn Thunder Plates, which unlock cars, special abilities, tracks, and more.

- To access your Thunder Plates, select THUNDER PLATES from the 1 or 2 Player menu and press the **X** button.

THUNDER PLATES MAIN MENU

- LOAD P1/P2 PLATES** Load saved Thunder Plates from your memory card.
- SAVE P1/P2 PLATES** Save Thunder Plates for Player 1 or Player 2.
- DONE** Continue on to the Thunder Plates menu.

EARNING THUNDER PLATES

Take the Thunder Plate challenge. Earn Thunder Plates when you successfully complete a selected challenge. You are assigned a specific driver and track for each one.

- In the Thunder Plates menu, choose CHALLENGE to select from a list of challenges.
- ❖ Accumulate Thunder Plates to use on your or an opponent's car in a Single Race or Challenge modes.

ACTIVATING THUNDER PLATES

Before a race, you can load up to six Thunder Plates to use.

TO ACTIVATE A THUNDER PLATE:

1. From the Thunder Plate menu, select THUNDER PLATES.
 2. Scroll through the Thunder Plates by pressing the **L1** button or the **R1** button.
 3. Press the **X** button to select the plate you wish to activate and then press the **X** button again to confirm.
 4. Repeat steps **1** and **2** for other Thunder plates you wish to use.
 5. When you are finished, select DONE. Then press the **X** button.
- ❖ You can only use Thunder Plates in a Single Race (1 Player and 2 Player), not in Season mode.
 - To apply a Thunder Plate during a race, press the D-button **↓** twice.

OPTIONS MENUS

Adjust the 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.

AUDIO OPTIONS

Make adjustments to the sound types, quality, and volume levels in the game.

CONTROLLER 1/2 CONFIG

NASCAR Thunder 2004 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 (➤ *Memory Card (Saving and Loading)* on p. 14).

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

NASCAR OPTIONS

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

SKILL LEVEL

Set the difficulty level for your upcoming race: **ROOKIE**, VETERAN, or LEGEND.

CAR DAMAGE

A damaged car can seriously affect driving performance.

ENGINE BREAKDOWNS

When Breakdowns is set to ON, you can blow your engine.

YELLOW FLAG

When ON, yellow flags appear when there are hazardous situations on the track.

RACE LENGTH

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

PIT 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 current track.

➔ To go to the garage, select GARAGE from the Race Weekend menu. The Garage menu appears.



TRANSMISSION

An **AUTOMATIC** transmission provides a smooth, no-hassle race, while a **MANUAL** transmission can improve your performance.

TIRE PRESSURE

Set the amount of pressure in your tires. Lower pressure increases contact with the track, improving handling yet increasing tire wear. Higher pressures increase your top speed.

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

Acceleration 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 that your tires can turn. On road courses with more pronounced turns, you want a greater degree of turning.

FUEL LOAD

Set the amount of fuel in your tank to begin the race.

GEAR RATIOS

Set the height of your gear ratios. If you have a short gear ratio, you have faster acceleration and a lower top speed. Taller gears provide a greater top speed, which takes longer to reach.

DEFAULT

Reset all options to their original settings.

MEMORY CARD (SAVING AND LOADING)

Save or load Seasons, Settings and Stats.

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

TO SAVE/LOAD SETTINGS AND STATS:

- 1.** From the Main menu, select GAME OPTIONS.
- 2.** Then, select MEMORY CARD to get to the Load/Save Game screen.
- 3.** To load your settings and stats, select LOAD SETTINGS & STATS and then press the **X** button.
➔ To save your settings and stats, select SAVE SETTINGS & STATS.
➔ To automatically track your statistics during gameplay, highlight AUTO TRACK STATS. Press the D-button **↔** to highlight ON.
- 4.** To return to the Options screen, press the D-button to highlight DONE, and press the **X** button.

TO SAVE/LOAD A SEASON:

- 1.** From the 1 or 2 player menu, select SEASON MODE.
- 2.** Then, select LOAD SEASON to get to the Load Game screen.
- 3.** To load your saved season, press the D-button **↑** to highlight a saved season, then press the **X** button.
➔ To save your season, select SAVE SEASON from the Season menu.
- 4.** In the Memory Card screen, press the D-button **↑** to highlight the slot. To accept, press the **X** button.
➔ To save into a new slot, press the D-button to highlight NEW SLOT, and press the **X** button. To change the current letter, press the D-button **↑**. To change a different letter, press the D-button **↔**. To save, press the **X** button.

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E-mail and Website: <http://techsupport.ea.com>

Phone: (650) 628-1900

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If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

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