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CONTROL STICK FUNCTION

The Nintendo 64™ Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad. When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo 64 Control Deck. WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into the Controller Socket 1 on the Control Deck.

3. If you're playing against a friend, plug the other Controller into Controller Socket 2.

4. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.

5. Turn ON the power switch. The EA SPORTS and NASCAR logos appear, followed by the **NASCAR 99** title screen. If you don't see them, begin again at step 1.

6. At the **NASCAR 99** title screen, press **START**. The Main menu appears. (**Main Menu on p. 6.)**
INTRODUCTION

EA SPORTS brings fender-to-fender NASCAR competition into your home like never before. Get behind the wheel of your favorite NASCAR driver's ride and race against the stars of America's most exciting sport.

All the sights, sounds, and emotions of NASCAR racing are here, so start your engine and stand on the gas—victory lane awaits!

NASCAR 99 FEATURES:

- Authentic NASCAR racing action.
- 37 NASCAR drivers and cars, including current stars and NASCAR legends.
- 17 licensed NASCAR-sanctioned tracks.
- Race analysis and color commentary by Bob Jenkins and Benny Parsons.
- Night racing at Charlotte, Bristol, and Richmond.
- Championship mode with season points tracking.
- Crew chief and spotter audio assistance.
- Comprehensive pit strategies.
- Competitive field of 20 high-resolution cars.
MAIN MENU

Run a race
- Single Race see below

Enter a season
- Championship on p. 7

View driver and car info from the 1997 NASCAR season

Adjust game options
- Game Options Menu on p. 24

View the top three lap times for each track

Roll the NASCAR 99 credits list

- Button controls specific to the current menu appear on the bottom of each menu screen.

QUICK RACE

Quick Race is a single race with a general car setup which uses the current NASCAR options. The default driver and track for a quick race are Dale Earnhardt® and Atlanta.

- To randomly select a driver and track, press the R button.

TO BEGIN A QUICK RACE:

- From the Main menu, select QUICK RACE. The track logo appears. Press A to start racing.

- For default racing controls, ➤ Command Summary on p. 4. Keep reading for complete NASCAR 99 instructions.

SINGLE RACE

NASCAR racing is about cars and competition—building the best race car and proving it on the track. This section helps you set up your car and run a single race.

- From the Main Menu, choose SINGLE RACE. The Single Race menu appears.

- Default menu items appear in **bold** throughout this manual.

SINGLE RACE MENU

The Single Race menu contains all the options you need to spend a weekend at your favorite NASCAR track.

- When you select RACE, QUALIFY, or PRACTICE, the track logo appears. Press A to get to the track.

- For default racing and pit stop controls, ➤ Command Summary on p. 4.

A weekend at the track.

In a typical race weekend, NASCAR teams run practice laps to test their cars' performance, constantly tweaking the car setup to get the car as fast as possible.

Next is the qualifying lap where time determines starting position. If a team is happy with its time, it's ready for the race. If not, it's back to the garage for more pre-race adjustments.

RACE

RACE takes you to the starting grid for the main event.

NOTE: In a one player single race, if you beat a best lap record you will have the opportunity to enter your initials and save the time.

QUALIFY

Qualifying is a solo attempt to post your fastest single lap time. After your qualifying run, the Qualifying Results screen displays your time relative to the best time.
NOTE: In two-player races, you do not qualify for position. User-controlled drivers always begin from the back of the starting grid.

PRACTICE
Run solo practice laps to learn new tracks and locate your car's optimum setup.

EA Tip
There's only one way to find the perfect setup: Experiment! After working on your setup, test it on the track with practice laps. Practice as many times as you want until you're ready to qualify or race.

Happy Hour
"Happy Hour" is the last hour of practice on the eve of the race. Teams may or may not participate, but race fans love the extra NASCAR action.

CAR SETUP
To win in NASCAR 99, you have to tune your car for each track.
As you modify your car's setup, the performance bars adjust to illustrate how the changes will affect your Top Speed, Acceleration, Handling, and Pit Distance.

- When you choose CAR SETUP, the Car Setup menu appears.

Transmission  Choose an AUTOMATIC or MANUAL (you must shift gears) transmission.
Rear Spoiler  Increasing the downforce on the rear spoiler tightens up your car, making it easier to hold your line through the turns, but greatly reduces top speed.
Wedge  Wedge stabilizes your car's suspension. Increase wedge as banking increases to distribute weight to the corner of the car doing the most work.
Tire Pressure  Increasing tire pressure increases your car's handling, but tire wear is greater.
Gear Ratios  Low gear ratios increase acceleration; higher gear ratios increase top speed.

EA Tip
Set your Gear Ratios lower on road courses where acceleration out of the turns creates passing chances and higher on speedways where all-out speed wins races.

PLAYERS
Select the number of players in the race: ONE or TWO (split screen).

SELECT CAR
Choose the car and driver you want to race as on the circuit.

Legendary Drivers
You must earn the opportunity to race as one of NASCAR 99's legendary drivers. Drivers become available when you place in the top 5 at selected tracks, during a Championship season, running a race length of 50% or more. Once you earn a driver, his bio appears on the screen. Save your season, and you can choose him in any racing mode.

SELECT TRACK
Choose a track for your next race.

NASCAR OPTIONS
Adjust options that affect the rules and realism of the race (NASCAR Options Menu on p. 16).

CHAMPIONSHIP
Utilizing a points structure inspired by NASCAR's scoring system, Championship mode is a racing career made up of multiple seasons. This section gets you started on your championship bid.
NASCAR 99 CHAMPIONSHIP POINTS SYSTEM

<table>
<thead>
<tr>
<th>Position</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>175</td>
</tr>
<tr>
<td>2</td>
<td>170</td>
</tr>
<tr>
<td>3</td>
<td>165</td>
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<td>4</td>
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<td>8</td>
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<tr>
<td>9</td>
<td>138</td>
</tr>
<tr>
<td>10</td>
<td>134</td>
</tr>
</tbody>
</table>

- From the Main menu, choose CHAMPIONSHIP. The Season menu appears.

SEASON MENU

At the Season menu you can begin a new season or load a season in progress.

- To load a season in progress, ⇒ Save/Load Season on p. 13.

TO BEGIN A NEW SEASON

1. From the Season menu, choose NEW SEASON. The Select Driver screen appears.

2. From the Select Driver screen, select a driver. The NASCAR Options menu appears (⇒ p. 16).

3. Set NASCAR Options, then choose DONE BEGIN SEASON. Bob Jenkins and NASCAR legend Benny Parsons introduce the race from the track.

Benny Parsons

Motorsports Hall of Famer Benny Parsons is recognized as one of NASCAR's 50 greatest drivers. Parsons won the 1973 championship, the Daytona 500, and a Cable ACE award as Best Sports Analyst.

4. Following the race introduction, press A. The Race Weekend menu appears.

5. Select RACE, QUALIFY, or PRACTICE. The track logo appears. Press A to get to the track.

- For default racing and pit stop controls, ⇒ Command Summary on p. 4.

Adjust your car's setup
⇒ Car Setup on p. 8

Adjust game options
⇒ Game Options Menu on p. 14

CURRENT SEASON MENU

The Current Season menu appears after the completion of each season race. Use this menu to access your next season race, keep tabs on the championship battle, save your progress, and view season records.

NEXT SEASON RACE

Choose this option to go to the next scheduled race in your season.

VIEW SEASON INFO

Visit the Season Info screen to see a complete schedule of season events. During a season, your race results are posted for completed events.
SEASON STANDINGS
The Season Standings screen keeps a running total of each team's championship points. Here's what the final standings looked like for the 1997 NASCAR season:

1997 NASCAR CUP SERIES TOP-20 RESULTS

<table>
<thead>
<tr>
<th>Position</th>
<th>Driver</th>
<th>Points</th>
<th>Earnings</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Jeff Gordon</td>
<td>4710</td>
<td>$4,201,227</td>
</tr>
<tr>
<td>2</td>
<td>Dale Jarrett</td>
<td>4696</td>
<td>2,512,382</td>
</tr>
<tr>
<td>3</td>
<td>Mark Martin</td>
<td>4681</td>
<td>1,877,139</td>
</tr>
<tr>
<td>4</td>
<td>Jeff Burton</td>
<td>4285</td>
<td>1,858,234</td>
</tr>
<tr>
<td>5</td>
<td>Dale Earnhardt</td>
<td>4216</td>
<td>1,663,019</td>
</tr>
<tr>
<td>6</td>
<td>Terry Labonte</td>
<td>4177</td>
<td>1,951,844</td>
</tr>
<tr>
<td>7</td>
<td>Bobby Labonte</td>
<td>4101</td>
<td>1,943,239</td>
</tr>
<tr>
<td>8</td>
<td>Bill Elliott</td>
<td>3836</td>
<td>1,377,607</td>
</tr>
<tr>
<td>9</td>
<td>Rusty Wallace</td>
<td>3598</td>
<td>1,505,260</td>
</tr>
<tr>
<td>10</td>
<td>Ken Schrader</td>
<td>3576</td>
<td>1,109,782</td>
</tr>
<tr>
<td>11</td>
<td>Johnny Benson</td>
<td>3575</td>
<td>1,120,814</td>
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<tr>
<td>12</td>
<td>Ted Musgrave</td>
<td>3556</td>
<td>1,128,404</td>
</tr>
<tr>
<td>13</td>
<td>Jeremy Mayfield</td>
<td>3547</td>
<td>943,794</td>
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<tr>
<td>14</td>
<td>Ernie Irvan</td>
<td>3534</td>
<td>1,492,739</td>
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<tr>
<td>15</td>
<td>Kyle Petty</td>
<td>3455</td>
<td>834,639</td>
</tr>
<tr>
<td>16</td>
<td>Bobby Hamilton</td>
<td>3450</td>
<td>1,350,335</td>
</tr>
<tr>
<td>17</td>
<td>Ricky Rudd</td>
<td>3330</td>
<td>1,863,040</td>
</tr>
<tr>
<td>18</td>
<td>Michael Waltrip</td>
<td>3173</td>
<td>1,015,384</td>
</tr>
<tr>
<td>19</td>
<td>Ricky Craven</td>
<td>3108</td>
<td>1,139,860</td>
</tr>
<tr>
<td>20</td>
<td>Jimmy Spencer</td>
<td>3079</td>
<td>1,016,109</td>
</tr>
</tbody>
</table>

SAVE/LOAD SEASON
If you have a Controller Pak connected to your Controller, you can save your season after any race and resume it at a later time.

NOTE: You must have the Controller Pak in the Controller when you turn on the power.

TO SAVE A SEASON
1. From the Current Season menu, select SAVE SEASON. The Save Game screen appears.
2. Select the Controller Pak slot to which you want to save your season. The symbol/character map appears.
3. To accept the default name, press START.
4. To label your season, press C ▼ to delete existing letters, then select symbols/characters in the map.
5. Press START to save. The Current Season menu appears.

NOTE: If you press B to exit the Current Season menu without saving your season, a confirmation prompt appears. Select YES or CANCEL to continue.

TO LOAD A SAVED SEASON
1. From the Main menu, choose CHAMPIONSHIP. The Season menu appears.
2. From the Season menu, choose LOAD SEASON. The list of seasons saved to your Controller Pak appears.
3. Select the season you want to resume. The Current Season menu appears (=> p. 11).

RECORD BOOKS
The Record Books track career records such as most wins and most pole positions throughout the course of your career.
GAME OPTIONS MENU
Adjust the look, sound, and feel of NASCAR 99.

- Choose a Controller configuration
- Controller Setup below
- Adjust volume levels
- Toggle Mono/Stereo
- Toggle On/Off

NOTE: If you're not using a standard controller, choose the Controller Setup option that is closest to the one you're using.

SPLIT TIME DISPLAY
Split Time Display posts split times and time differentials on the screen during your races.

BEST LINE
The best line is the darkened line around the track that shows the groove taken most often by other drivers. You can follow the best line to find the quickest way around a track.

CONTROLLER SETUP
NASCAR 99 features a selection of Controller setups, each with a different button configuration. Select the setup that feels best with your racing style.

- When you select CONTROLLER SETUP, the Controller Config screen appears.

To select a Controller setup, Control Pad + to select the setup you want, then press B to accept and exit.
NASCAR OPTIONS MENU

Modify race-specific rules and details.

IN SINGLE RACE MODE
- To access the NASCAR Options menu, choose NASCAR OPTIONS from the Single Race menu.

IN CHAMPIONSHIP MODE
- The NASCAR Options menu follows the Select Driver screen.

RACE LENGTH
Set the length of your race based on the percentage of a real-life NASCAR race at the same track. Check the lap counter at the bottom of the screen for lap equivalents.

DAMAGE
Contact and car damage play key roles in the battle for position in NASCAR racing. Use this option to set the durability of the cars on the track.

LTD Limited. If your car crashes out, press the accelerator to have it auto-repaired.

OFF Cars do not sustain damage.

ON Cars that sustain enough damage to become undrivable are eliminated from the race. This option is not available in two-player mode.

EQUIPMENT BREAKDOWNS
The uncertainty of mechanical performance is always a factor in auto racing, especially when you're running 500 miles at Charlotte!

- If you have Damage ON, you can set Equipment Breakdown ON for the possibility of mechanical failure.

Builders
In 1997, Charlie Siegars of the Hendricks Motorsports (#24) team won his third straight Engine Builder of the Year award for engine performance and durability.

PHYSICS/AI SETTINGS
Race in Arcade mode where you have an advantage over the field, Simulation where all cars are equal, or Custom where you determine the settings.

- Choose ARCADE, SIMULATION, or CUSTOM. (As soon as you adjust a menu item, the setting becomes CUSTOM.)

- To save changes and exit, select DONE.

Opponent Strength
Adjust your computer opponents' overall performance levels.

Drafting Effect
Affects the draft strength and the distances required to catch it. Set high to draft from long distances or low for a weak draft even at close range.

Horsepower
Increase or decrease your car's horsepower output.
Car Balance Effect
Reduce for a loose-running car; increase for
tighter suspension.

Speed Sensitive
Steering
Steering becomes more difficult as your speed increases.
Set low for easy steering at any speed or high for difficult
steering at high speeds.

Running Loose and Tight
A loose-running car oversteers. When you try to turn, the back end loses traction
and comes around, as if you were driving on ice.
A car with a tight suspension pushes. As you turn the car, instead of following the
racing line to the inside of the track, the car wants to head for the wall.

YELLOW FLAGS
Whenever a hazardous situation arises on the track, the yellow flag comes out,
and the field runs under caution.
- If you have Damage ON, you can set this option ON or OFF.

NOTE: Yellow Flags are not available in two-player races.

SPEED COMP.
Available in two-player mode only. When ON the trailing player's car gets a speed
boost to catch up.

COMPUTER CARS
Available in two-player mode only. Set OFF or ON for a full grid of 8 cars.

ON THE TRACK
Whether you're racing, qualifying for time, or practicing, you begin in the driver's
seat with your car approaching the starting line. Take a moment to familiarize
yourself with the on-screen gauges.

- When the green flag waves, punch the accelerator and put the pedal to the metal!
- For default racing and pit controls, ➤ Command Summary on p. 4.

FLAGS
In NASCAR racing, track officials use flags with different patterns and color
schemes to communicate with drivers during the race. In NASCAR 99, you'll see
the following flags.

GREEN
Signifies the start of an event or a restart after a caution period.
YELLOW (CPU CONTROLLED)
Cautions drivers to slow down and hold their positions because an unsafe
corition exists on the race track.

WHITE
The white flag comes out when the race leader crosses the start/finish line to
begin the final lap.

CHECKERED
Indicates that the race winner has completed the race. The remainder of the cars
race back to the start/finish line to determine their final positions.

DRAFTING
Drafting is driving in the wake of air created by the car in front of you so you
don't have to expend fuel and power cutting through the air. Drafting plays a key
role in the racing strategy of every NASCAR driver.

TO EXECUTE A 'SLINGSHOT' DRAFT PASS:
1. As you come up on the next car, position your car so that you are following
an identical line.
2. Your draft meter increases as you get closer. Ease off the accelerator to keep
from bumping the car.
3. When you're ready to pass, accelerate and pull up high, so that your car is
just outside the draft. You can feel the air resistance slowing you down.
4. Dive down beneath your opponent and floor it. The suction of the draft will
slingshot you right past!

SPLIT TIME
Checking your split time is a good way to determine if your car is getting better
or worse as the race rolls on.
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. Green indi-
cates a faster time, while red indicates a slower time.

- To view time traps displayed on a map, access the Pause menu and select
NASCAR TIMING (⇒ The Pause Menu on p. 23).

Time Traps
Time traps are used to provide accurate timing data. Evaluating your car's
performance through each segment allows you to focus your efforts on your
most challenging portion of the track.
TIME DIFFERENTIAL

Time differential pinpoints your position relative to your nearest opponents. Each time you cross the start/finish line an overlay displays the name of the driver in front of you and his time advantage, as well as the driver behind you and your lead over him.

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 it's time to refuel or change the tires.

TO MAKE A SUCCESSFUL PIT STOP:

1. Plan 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.

★ Tip

By entering the pits with a plan and executing quickly, a skilled team can use its pit stops to improve the car and gain valuable positions.

Pit Crews

NASCAR pit crews have their own annual speed competition. Bill Elliott's #94 racing team won 1997's Pit Crew Championship by changing four tires and pumping 22 gallons of fuel in 20.870 seconds.

THE PAUSE MENU

Bring up the Pause menu to take a break from the action or to access Pause menu items.

★ To bring up the Pause menu, press START.

RESUME

When you're ready to get back to the race, practice run, or qualifying round, select the RESUME option.

INSTANT REPLAY

Replay the last few moments of excitement on the track. You can watch the replay from the vantage point of any car on the track.
RACE STATISTICS

Access RACE STATISTICS to check all the cars' current positions in the field as they run.

NOTE: This option is not available during practice runs. During qualifying, access QUALIFYING STATS for a look at the times to beat.

SOUND OPTIONS

Toggle music and/or sound effects ON/OFF.

QUIT

If you want to abort the race, practice run, or qualifying round, select the QUIT option.

END OF THE RACE

Following the race, an overlay displays the top-5 drivers. The Race Results screen appears next, displaying each driver's finishing position and time behind the leader.

At the Race Results screen, press A. The Single Race screen appears.
CREDITS

PRODUCTION TEAM
Created by: High Score Entertainment
Design Team: Dave Ross, Mike Williams, Cody Murry, Morgan Roarty, Michael Ress, Joe Quilici, Chris Novak
Supervising Producer: Dave Ross
Associate Producer: Mike Williams
Product Analyst: Michael Ress
Lead Tester: Brian Kingsley
Testers: Creathe Carter, Chris Esaki, Jalil Jaber, Matthew Taylor, Sean Baity, Chase Nunes
Sr. Product Manager: Charlie Cooper
Legal Team: Patrick O'Brien, Elaine Mederer, Pam Wolf, Sue Garfield
Business Affairs: Robert Gonzales
Technical Director: Ken Zarifes
Documentation, Driver Bios, and Track Intros: Bill Scheppler
Documentation Layout: Daniel Ross
Package Design: Marco Garcia
Quality Assurance: Jamil Dawsari, Rico Sablan, Todd Manning, Benjamin Crick, Jay Miller
Audio: Marc Farly
In game Commentary: Bob Jenkins & Benny Parsons
Pit Crew Chief: Stephen Stanton
Music: Scuttle Buttin’, Surfing With The Alien, Steve Goldstein
Original Music by: Cameras In Action, Stock Photography, Don Grassman
Special Thanks: Blake Davidson, Scott Orr, Harald Seeley, Chip Lange, Bing Gordon, Robert Gonzales, Pam Chiappe, Caboose Productions, Dave O'Neal, Kenny Wallace and the team at Filmar Racing, Motorsports Decisions Group
Bristol Motor Speedway
Executive In Charge of Production: Wayne Estes, Tanya Hall, Lori Worley

DEVELOPMENT TEAM
Developed by: Stormfront Studios
Design Team: Francois Bertrand, Kenneth Hai-Ping Chao, Mark A. Fong, Jim Larsen, Jed Melnik, William Moore
Programming Team: Francois Bertrand, Kenneth Hai-Ping Chao, William Moore
Art Team: Michael Cincotta, Robert Clarke, Pete Davis, John Keester, Jim Larsen, Gigi Lorick, Jed Melnik, William Sullivan
Intro and Reward Sequence: Scott Foust, John Keester
Animation Design: Bryan Chan, Michael Chow, Joyce Colenbrander, Mark A. Fong, Masami Yamada
Additional Programming: Jim Larsen, William Sullivan
Art Direction: Mark A. Fong
Technical Direction: Donna Buchignani, Katie Jack, Pat Killingsworth, Edith Scott, Jeanne Young, Trinh Nguyen, the Chao family, Natascha Binkert, the Moore family, Veronique Grenier, Rea et Michelle, the Fong clan, Taylor Larsen, Jordan Larsen, Mac Sullivan, Elizabeth Sullivan, Graham and Suzanne Clarke, Ish and Mike
Special Thanks: Don L. Daglow
Executive in Charge of Production: Masami Yamada
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RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original Game Pak to Electronic Arts’ address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $30.00.

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, California 94065-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at cs warranty@ea.com or by phone at (650) 628-1900.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time.

No hints or codes are available from (650) 628-4322. You must call EA’s HINTS & INFORMATION HOTLINE for hints, tips, or codes. EA Tech Support Fax: (650) 628-5999.
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