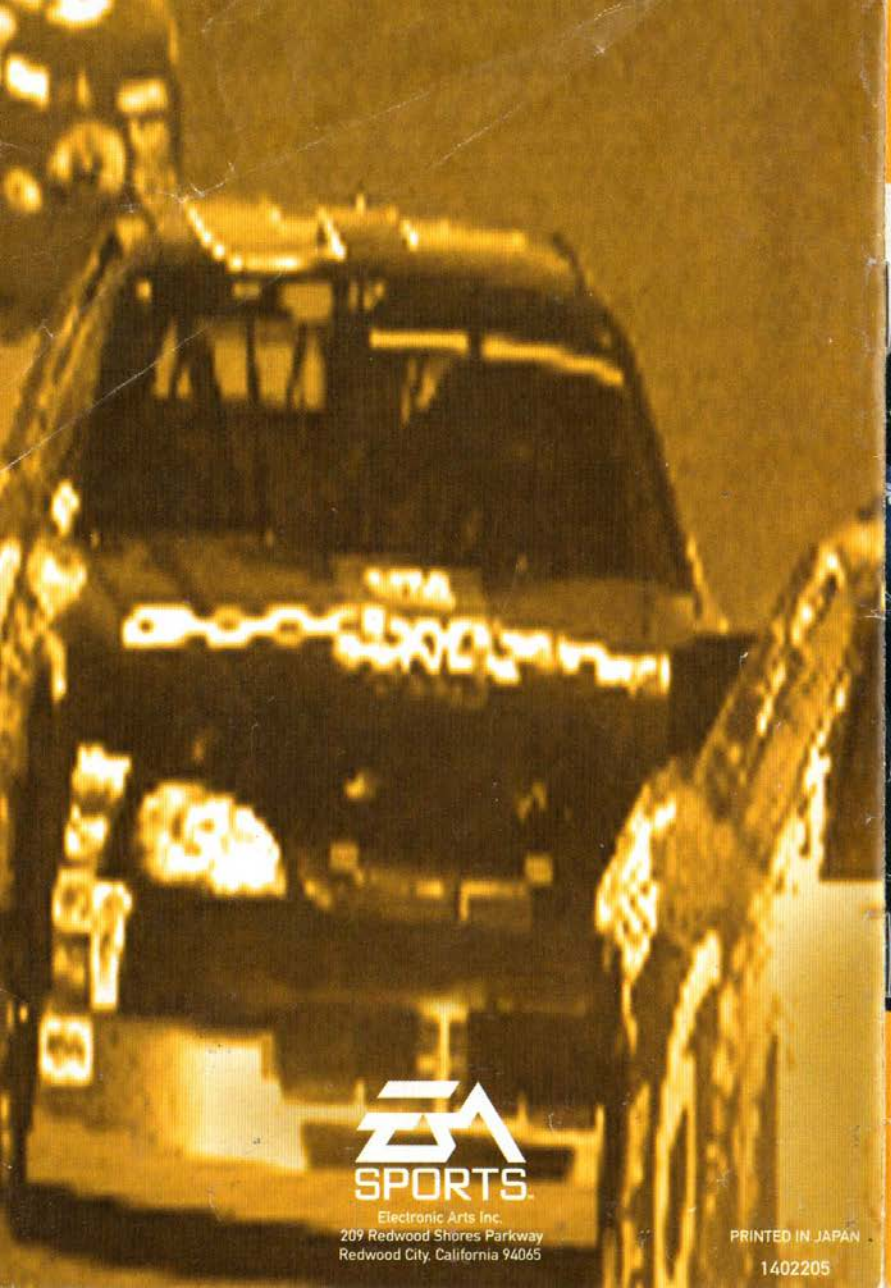


EA SPORTS
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INSTRUCTION BOOKLET



EVERYONE
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CONTENT RATED BY ESRB

NINTENDO 64

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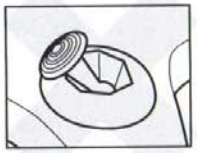
For more information on this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.

Be sure to catch up on all the NASCAR racing action at NASCAR's official website **www.nascar.com**.

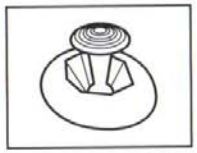
CONTROL STICK FUNCTION

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 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.

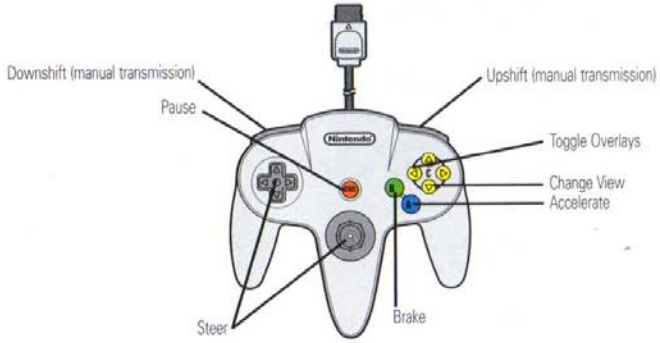
5. Turn ON the POWER switch. The EA SPORTS logo appears, followed by the *NASCAR 2000* title screen. If you don't see them, begin again at step **1**.

6. At the *NASCAR 2000* title screen, press **START**. The Main menu appears. (➤ *Main Menu* on p. 6.)



COMMAND SUMMARY

DEFAULT RACING CONTROLS



NOTE: In *NASCAR 2000*, the Control Pad and Control Stick function identically for ↕ and ↔ movements.

PIT STOP CONTROLS

ACTION	COMMAND
Highlight pit service	↕
Toggle fuel/tire service ON/OFF or Increase/Decrease downforce/wedge	↔

MENU SCREEN CONTROLS

Highlight menu items	↕
Cycle choices/Move sliders	↔
Select/Continue	A
Return to previous screen	B



INTRODUCTION

EA SPORTS proudly presents another season of NASCAR excitement.

Get behind the wheel of your favorite NASCAR driver's ride and race against the stars of America's most exciting sport.

Live to Race, Race to Win.

***NASCAR 2000* FEATURES:**

- AUTHENTIC NASCAR RACING: NASCAR drivers, teams, cars, and tracks updated for the 1999 season.
- DRIVE AS REAL NASCAR STARS AND LEGENDS. Go head-to-head with current NASCAR stars such as Martin, Gordon, Earnhardt, Jarrett, and the Labonte brothers or duel with legends, such as Cale Yarborough, David Pearson, and "The King" Richard Petty.
- 19 REAL NASCAR TRACKS from Charlotte to Talladega and now including Homestead Miami Speedway.
- REAL NASCAR ANNOUNCERS with the new commentary from the two-man booth of Bob Jenkins and Benny Parsons.





MAIN MENU



Run a race. ➤ *Single Race* on p. 7
Enter a season. ➤ *Championship* on p. 12
View driver and car info from the 1998 NASCAR season
Adjust game options. ➤ *Game Options Menu* on p. 17
View the top-three lap times on each track
Roll the *NASCAR 2000* credits list
To choose a random car and track, press **R** Button

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

QUICK RACE

Quick Race is a single race with default settings (if you change car setup and physics/AI settings, your next Quick Race uses these changed settings). The default driver is Dale Earnhardt, and the default track is Atlanta Motor Speedway.

➥ To randomly select a driver and track, press **R**.

TO BEGIN A QUICK RACE:

1. From the Main menu, select QUICK RACE. The track logo appears. Press **A** to get to the track (or wait until the logo screen disappears).
2. The computer controls all cars until the start of the race. When the green flag waves, get ready to punch it.

For default racing controls, ➤ *Command Summary* on p. 4. Keep reading for complete *NASCAR 2000* 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.

RACE WEEKEND

> ***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.***
>
> ***After running practice laps, the team gets the car ready for the qualifying lap where time determines starting position for the race. If a team is satisfied 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.

EA TIP ***Run a qualifying lap before each race. If you don't, you automatically start from the back of the field.***

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 other drivers.

NOTE: In two-player races, you do not qualify for position. User-controlled drivers always begin from the back of the starting grid.

QUALIFYING

During qualifying NASCAR teams tune their engines to run up to 20 more horsepower than in race trim. They run thinner oil and different engine timing settings among other changes. The qualifying engine valve train works harder but should last for the 20–25 mile sessions. A race engine must be able endure upwards of 600 miles for certain events.

PRACTICE

Run solo practice laps to learn new tracks and tune your car for optimum performance.

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.***

POPULARITY

As NASCAR's popularity continues to grow across the country, so does its female fan base. Recent estimates show that nearly 40% of all NASCAR fans are female, and the percentage increases each year.



CAR SETUP

On any given day any NASCAR driver can drive well enough to win. If you want to challenge for victory on a consistent basis, learn how to dial in your car's setup.

As you modify your car's setup, the diamond-shaped graph adjusts 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.

TRANSMISSION

Four-speed transmissions are utilized in NASCAR. The race transmissions can be shifted rapidly without using the clutch. Of course, starting from a standstill requires depressing the clutch.

REAR SPOILER Increasing the angle of the rear spoiler increases downforce. This tightens your car by providing better grip for the rear tires. Your top speed also decreases as the spoiler angle gets steeper.

WEDGE Try increasing or decreasing wedge settings to determine your best setup. Adding wedge changes the weight distribution of your car by increasing the pressure and grip on your right rear and left front suspension. Increase wedge on tracks with steeper banking.

TIRE PRESSURE Increasing tire pressure increases your car's handling, but tire wear is greater.



TIRE PRESSURE

NASCAR tires are inflated with nitrogen to minimize dramatic pressure changes as they heat up from use. The lower the air pressure used at the start of a race, the longer it takes for the tires to come up to their best. It may to take 40 to 50 laps to achieve optimal grip. Another car set with higher tire pressure may have better grip sooner, but may lose that grip quicker as the tires wear. Tire pressure thus becomes an integral part of a team's race strategy.

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.***

FORWARD BITE

NASCAR drivers want forward bite so their cars can accelerate off of a corner without having the rear wheels break loose under power. If a race car is losing traction when accelerating the crew may soften the rear springs to create better grip.

FUEL THE POWER

To get the 750+ horsepower necessary to drive a NASCAR car to victory at nearly 200 mph there must be a significant flow of fuel to the engine. A mechanical fuel pump bolts to the side of the engine block, and a rod is activated by a camshaft that pumps fuel from the fuel cells to the carburetor. The pump moves approximately 120 gallons per hour, more than three times the amount of a street car pump (which may only move 40 gallons/hour). Mechanical pumps are preferred for their safety features: if the engine stops, so does the fuel supply.



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.

- You must earn the opportunity to race as one of *NASCAR 2000's* legendary drivers (except Richard Petty—you can select "The King" for any race). 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.

RICHARD PETTY

"The King." There is no better way to describe the greatest NASCAR driver of all-time. Richard Petty, elected into the National Motorsports Press Association's Hall of Fame in 1998, was indeed the king of NASCAR during his 35-year career. The fearsome No. 43 won 200 races, the most in history, along with seven NASCAR championships. Petty also captured 126 pole positions and finished in the top-10 more than 700 times, both records that still stand today. But perhaps his greatest glory came in 1967 when he won 10 consecutive races, setting a record that may live forever.

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. 18).

CHAMPIONSHIP

Utilizing a points structure inspired by NASCAR's scoring system, Championship mode is a racing career made up of multiple 19-race seasons. This section gets you started on your championship bid.

NASCAR 2000 CHAMPIONSHIP POINTS SYSTEM

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

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

CHAMPIONSHIP STRATEGY

You don't need to win every race to win a championship. If you find yourself at the back of the pack during a season race, remember that finishing consistently in the top 10 is more important than trying to win every race. When you're in Single Race mode, on the other hand, you might as well charge hard to win the race. There's no glory in second place.



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. 16.

TO BEGIN A NEW SEASON:

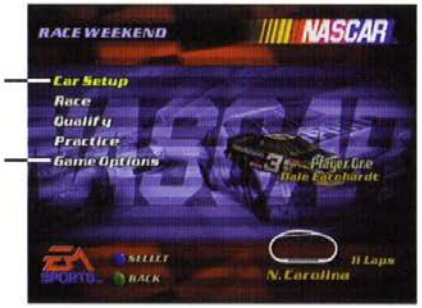
1. From the Season menu, choose NEW SEASON. The Select Driver screen appears.
2. From the Select Driver screen, select a driver. The NASCAR Options menu appears (➤ p. 18).
3. Set NASCAR options, then choose DONE BEGIN SEASON. The Track Info screens appear.
   - ◆ Bob Jenkins and NASCAR legend Benny Parsons provide some pre-race information about the track.

MEN IN THE BOOTH

BENNY PARSONS: *Motorsports Hall of Famer Benny Parsons is recognized as one of NASCAR's 50 greatest drivers. His outstanding career includes the 1973 championship and a Daytona 500 victory. As a commentator, Parsons has enjoyed continued success, winning the prestigious Cable ACE award as Best Sports Analyst.*

BOB JENKINS: *Bob Jenkins' career as a sports reporter and broadcaster spans almost 30 years. From his work as a news and sports reporter for WIRE in Indianapolis to his radio coverage of the Indy 500 and his long career as an ESPN announcer, Bob has been recognized as one of racing's top announcers. He was named Best Anchor and Best Motorsports Program Host by the readers of RaceTime, a monthly motorsports magazine, in 1991.*

4. After reading about the track, press **A**. The Race Weekend menu appears.



Adjust your car setup. ➤ *Car Setup Menu* on p. 9

Adjust game options. ➤ *Game Options* Menu on p. 17

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.

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.

HAPPY HOUR

During the last stages of race preparation "happy hour" allows teams to make the final adjustments to their cars. They run a handful of laps on a greasy, dirty track that has been raced on in earlier races. It is an important time for refinement since these conditions closely match those that will be encountered during the race.

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 1998 NASCAR season:

1998 NASCAR CUP SERIES TOP-20 RESULTS

	DRIVER	POINTS	WINS	TOP 10	WINNINGS
1	Jeff Gordon	5328	13	28	$6,175,867
2	Mark Martin	4964	7	26	$3,279,370
3	Dale Jarrett	4619	3	22	$3,368,735
4	Rusty Wallace	4501	1	21	$2,133,435
5	Jeff Burton	4415	2	23	$2,114,597
6	Bobby Labonte	4180	2	18	$2,648,970
7	Jeremy Mayfield	4157	1	16	$1,970,521
8	Dale Earnhardt	3928	1	13	$2,611,100
9	Terry Labonte	3901	1	15	$1,838,415
10	Bobby Hamilton	3786	1	8	$1,789,180
11	John Andretti	3682	0	10	$1,642,700
12	Ken Schrader	3675	0	11	$1,729,881
13	Sterling Marlin	3530	0	6	$1,180,740
14	Jimmy Spencer	3464	0	8	$1,600,236
15	Chad Little	3423	0	7	$1,321,786
16	Ward Burton	3352	0	5	$1,396,633
17	Michael Waltrip	3340	0	5	$1,360,385
18	Bill Elliott	3305	0	5	$1,454,465
19	Ernie Irvan	3262	0	11	$1,476,141
20	Johnny Benson	3160	0	10	$1,286,971

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.

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.

   To accept the default name, press **START**.
3. To label your season, press **C◄** to delete existing letters, then select symbols/characters in the map.
4. 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 saved seasons appears.
3. Select the season you want to resume. The Current Season menu appears (➤ p. 14).

RECORD BOOK

The Record Book tracks records such as most wins and most pole positions throughout the course of a championship career.



GAME OPTIONS MENU

Adjust the look, sound, and feel of *NASCAR 2000*.



♦ You can follow the best line to find the quickest way around a track.

CONTROLLER SETUP

NASCAR 2000 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 the setup you want, then press **B** to accept and exit

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

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 is not an option in 2-player mode.)

EQUIPMENT BREAKDOWNS

The uncertainty of mechanical performance is always a factor in auto racing, especially when you're running 600 miles at Charlotte!

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

REBUILDS

Engines are completely rebuilt after every race. Most components are not reused; only those that pass intense scrutiny are allowed to run again. Qualifying engines may be run for two to three sessions before being torn down.

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 distance required to catch it. The greater the strength, the easier it is to use your competitor's air to reduce the aerodynamic resistance on your car. When drafting, two or more cars running together can race faster than one car running alone. Set draft strength high to draft from a long distance 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.

PUSHING

The term pushing describes a feel that drivers get when their car loses some traction on the front tires while in a turn. When this happens, the car doesn't turn as sharply when you turn the steering wheel. Pushing can be mild or extreme according to car setup, and corner speeds get slower as a push gets worse. Drivers may feel that their car is being pushed by something from behind. In some cases, that "something" pushes the car into the wall on a turn.

YELLOW FLAGS

Whenever a hazardous situation arises on the track, the yellow flag comes out, and the field runs under caution. All cars are under computer control while the yellow flag is out. You regain control of your car when the green flag waves.

➥ 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 single races only. When **ON** the trailing player's car gets a speed boost to catch up.

MPH

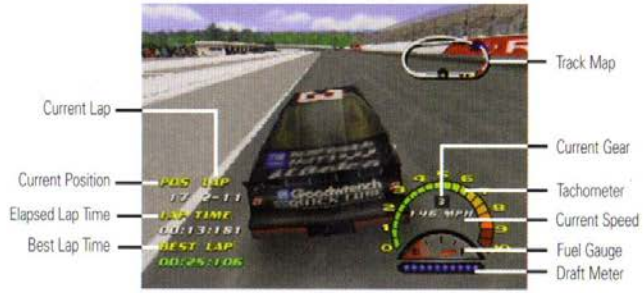
Display onscreen speed indicator in **MPH** or km/h.

COMPUTER CARS

Available in two-player mode only. Race against a total of 8 cars (6 computer-controlled and 2 human-controlled).

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 run flat out!

◆ For default racing and pit controls, ➤ *Command Summary* on p. 4.

BRAKES

NASCAR teams rebuild or replace the most critical brake components after every race. Some tracks require very little if any braking during a race. Other courses like Bristol or Sears Point require reliable brake performance under extremely demanding conditions. NASCAR officials inspect every car to make sure that brake systems are in good condition and are placed in the proper locations on the car.

FLAPS

The roof flaps that flip upward when a car spins are designed to keep the racecar firmly planted on the ground. Two flaps are used, each with a different angle. NASCAR did extensive testing before this specific design was chosen. They even used large jet blowers backed up to the rear of the cars to test the effectiveness of the devices.

FLAGS

In NASCAR racing, track officials use flags with different patterns and color schemes to communicate with drivers during the race. In *NASCAR 2000*, you'll see the following flags.

GREEN

Signifies the start of an event or a restart after a caution period.

YELLOW

Cautions drivers to slow down and hold their positions because an unsafe condition exists on the race track. Drivers may not pass each other under yellow, but may catch up and fall in line behind the cars in front of them.

- All cars are under computer control while the yellow flag is out. You regain control of your car when the green flag waves.

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!

APRON

An apron is the inside portion of the track, consisting of the area between the track and the infield.

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 lower middle area of the screen. When you complete the segment, the time difference appears.

Faster split times are displayed in green, slower times in red.



➥ To view time traps displayed on a map, access the Pause menu and select NASCAR TIMING (➤ *The Pause Menu*, p. 26).

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 computer controls your car, and the Pit Service menu appears.
3. Select services before your car comes to a stop.
   - ➥ To move the highlight up/down, Control Pad ↕.
   - ➥ To check/cancel services and increase/decrease downforce and wedge, Control Pad ↔.
4. When the pit services are complete, your car pulls out of its stall. Hit the gas as you exit pit road.

EA 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.***

TIRES

Teams may use 12 to 15 sets of tires over the course of a race weekend. Over the course of a season a NASCAR team may use five hundred sets of tires.

FUEL IT UP

The racecars are only permitted to have a fuel cell capacity of 22 gallons. The two fuel cans used to refuel the cars during a pit stop can each hold 11 gallons. Pit crews can fuel a car and change every tire in less than 20 seconds.

THE PAUSE MENU

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

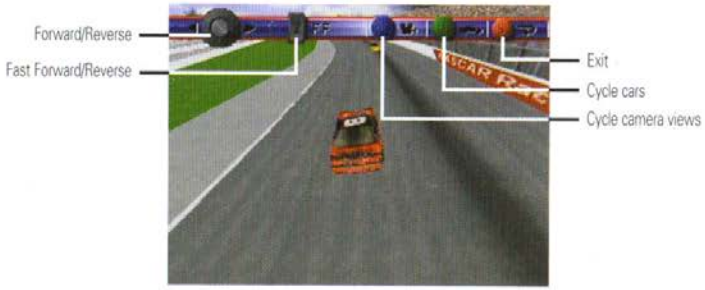
➥ To bring up the Pause menu, press **START**.

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 STATISTICS for a look at the times to beat.

NASCAR TIMING

NASCAR TIMING & SCORING displays race and timing information for your car.



To cycle **BEST LAP**, 2ND BEST LAP, and 3RD BEST LAP, press **C▶**.

To cycle **ELAPSED** (by trap), TIME (cumulative), and SPEED, press **C▲**.

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 Weekend screen appears.

NOTE: After a championship race, the Sports Page precedes the Race Result screen. When you exit the Race Results screen, the Current Season menu appears.

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Spotter Voice	Rick Gangi
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Original Music by	Steve Goldstein © 1999 RoadWing Music Inc. (BMI) (P) 1999 Electronic Arts Inc.
Driver Pictures Provided by	Cameras In Action, Stock Photography, Don Grassman
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