
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00740
Hot Wheels
Kellogg's CORN FLAKES
Pennzoil
Plus
EA SPORTS
NASCAR 99
NASCAR

Richard Petty items licensed by Petty Marketing Co., LLC. Richard Petty name is a trademark exclusively of ä Petty Marketing Co. LLC.

Ricky Rudd's name, signature and likeness, and the #10 car number of the Winston Cup Car owned by Rudd Performance Motorsports, Inc. are used under license granted by LCR, Inc. TIDE is a registered trademark of Procter & Gamble Company.

"Ken Schrader" and "Andy Petree Racing" licensed under the authority of SCM Marketing.

"Mike Skinner" name and likeness, and likeness of the #31 Richard Childress Racing Team Car are used under license.

"Hut Stricklin" name and likeness; "Circuit City" trademark, and likeness of Stavola Brothers Racing Team are used under license.

"Dick Trickle" name and likeness, and likeness of Junie Donlavey Racing Team used under license.

© 1998 Square D. All rights reserved. D and Square D are registered trademarks of Square D Company. Kenny Wallace/FILMAR Racing licensed by TMDG, Harrisburg, NC.

"Rusty Wallace" name and likeness used under license from Rusty Wallace, Inc.

"Penske" and "Penske Auto Center" trademarks under license from Penske Racing South, Inc.

"Darrell Waltrip" name and likeness, "Darrell Waltrip Motorsports" and the likeness of the Darrell Waltrip racing car #17 are used under license.

"Michael Waltrip" name and likeness and likeness of "Wood Brothers Racing" are used under license.

"Cale Yarborough" name and likeness used under license.

No Fear is a registered trademark of No Fear, Inc. and its use is pursuant to a limited trademark authorization from No Fear, Inc.

STP® is a trademark used under license.

TRACKS:

Darlington Raceway, Phoenix International Raceway, Talladega Superspeedway, Watkins Glen and all associated logos are the property of International Speedway Corporation and used under license.

Pocono Raceway® is the registered trademark of Pocono International Raceway, Inc.

All other car, team and driver images, track names, trademarks and other intellectual property are used under license from their respective owners.

NASCAR is a registered trademark of National Association for Stock Car Auto Racing, Inc.

Software and documentation © 1998 Electronic Arts. Electronic Arts, the Electronic Arts logo, EA SPORTS, the EA SPORTS logo, and "If it's in the game, it's in the game" are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries. All rights reserved.

PROOF OF PURCHASE

NASCAR 99

0-14633-7899-2

0 14633 07899 2

CONTENTS

STARTING THE GAME 2

CONTROL SUMMARY 3

INTRODUCTION 4

MAIN MENU 5

SINGLE RACE MODE 5

CHAMPIONSHIP SEASON 7

GAME OPTIONS MENU 10

NASCAR OPTIONS MENU 12

CAR SETUP MENU 15

ON THE TRACK 17

FLAGS 17

DRAFTING 18

SPLIT TIME 19

TIME DIFFERENTIAL 20

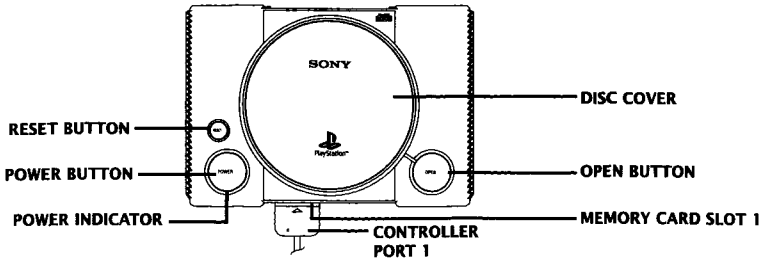
PIT STOPS 20

THE PAUSE MENU 21

CREDITS 23

- *For more info about 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**.

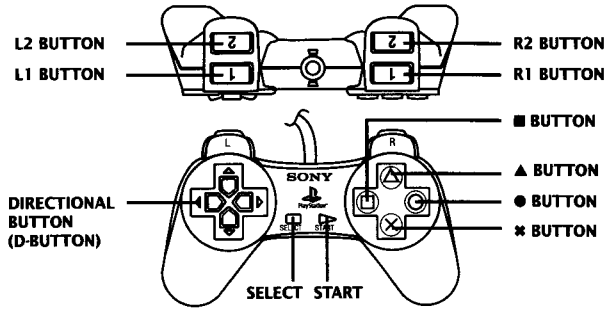
STARTING THE GAME



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® 99* disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console. The EA SPORTS 99 season promo rolls, followed by the *NASCAR 99* intro and title screen.
4. At the *NASCAR 99* title screen, press **START** to advance to the Main menu.
➤ *Main Menu* on p. 5.

SOFT RESET: *To return to the* NASCAR 99 *title screen at any time during gameplay, hold down* ***SELECT****, then press and hold* ***START*** *for two seconds.*

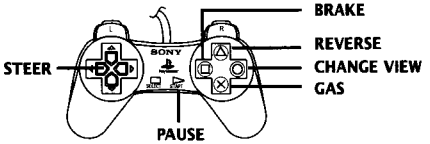
CONTROL SUMMARY

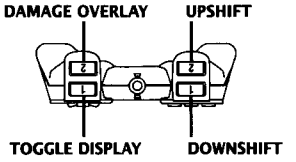


MENU SCREEN CONTROLS

Highlight menu items	D-Button ↕
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✖
Cancel/Return to previous screen	▲

DEFAULT RACING CONTROLS





PIT STOP CONTROLS

Highlight pit service	D-Button ↕
Toggle service ON/OFF	D-Button ↔
Increase/Decrease wedge/rear spoiler	D-Button ↔

INTRODUCTION

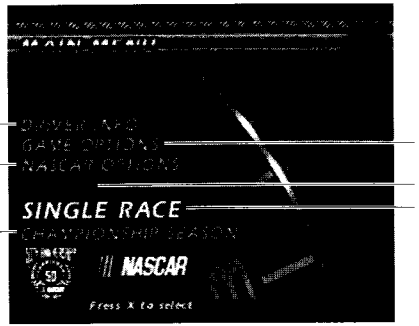
EA SPORTS brings fender-to-fender NASCAR competition into your home like never before. Get behind the wheel of your favorite NASCAR driver's ride and race against the stars of America's most exciting sport.

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.
- Competitive field of 24 bright, bold NASCAR machines.
- 37 NASCAR drivers and cars to choose from, including 31 current stars and six NASCAR legends.
- 17 licensed NASCAR tracks.
- Race analysis and commentary by Bob Jenkins and Benny Parsons.
- Night racing at Charlotte, Bristol, and Richmond.
- NASCAR Championship mode with NASCAR official points system.
- Crew chief audio assistance.
- Comprehensive pit strategies.
- Analog controller support—InterAct™ V3 Racing Wheel, Mad Catz Analog Steering Wheel, Namco NeGcon, Asciiware® OPTEC MACH 1, Performance™ Ultraracer, Dual Shock™ Analog Controller, and compatibles.

MAIN MENU



VIEW DRIVER INFO FROM THE 1997 NASCAR SEASON

ADJUST RACE OPTIONS ➤ *NASCAR OPTIONS* ON P. 12

ENTER A SEASON ➤ *CHAMPIONSHIP SEASON* ON P. 7

ADJUST GAME OPTIONS ➤ *GAME OPTIONS MENU* ON P. 10

ROLL THE *NASCAR 99* CREDITS LIST

RUN A RACE ➤ *SINGLE RACE MODE* BELOW

SINGLE RACE MODE

NASCAR racing is about cars and competition—setting up 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 Race Setup menu appears.

RACE SETUP MENU

Plan your race the way you want it. Choose car, track, and race options.

➥ When you're ready to continue, choose GO TO TRACK. The Single Race Weekend menu appears.

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

PLAYER 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.

NOTE: *To race as a NASCAR legend, you must first unlock the driver by performing well in a Championship Season. Run a season at a length of 50% or higher and finish in the top-5 in these races to earn the following drivers (➤ Championship Season on p. 7):*

CHARLOTTE . . . . . Bobby Allison
TALLADEGA . . . . . Davey Allison
BRISTOL . . . . . Alan Kulwicki
RICHMOND . . . . . Benny Parsons
DARLINGTON . . . . . Cale Yarborough
MARTINSVILLE . . . . . Richard Petty

SELECT TRACK Choose the track you want to race.

NASCAR OPTIONS Adjust options that affect the rules and realism of the race (➤ *NASCAR Options Menu* on p. 12).

GAME OPTIONS Adjust options that affect the overall game environment (➤ *Game Options Menu* on p. 10).

PLAYER OPTIONS The Player Options menu items appear only when you select a TWO PLAYER game.

SPEED COMP Set OFF or **ON** (the trailing player's car gets a speed boost to catch up).

COMPUTER CARS Set OFF (head-to-head) or **ON** (grid of eight total cars).

VIEW RECORDS View your 12 most recent personal records by driver on every track, including starts, wins, top-5s, top-10s, and fastest lap time.

SINGLE RACE WEEKEND MENU

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

➥ To get down to the track, select PRACTICE, QUALIFY, or RACE.

❒ For racing and pit controls, ➤ *Control Summary* on p. 3.

CAR SETUP To win in *NASCAR 99*, you have to tune your car for each track. ➤ *Car Setup Menu* on p. 15.

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

QUALIFY Qualifying is a solo attempt to post your fastest single lap time. After your qualifying run, an overlay displays your time relative to the other drivers.

TIP *Be sure to qualify before each race. If you don't, you start from the back of the field.*

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

CHAMPIONSHIP SEASON

Following NASCAR's official scoring system, Championship Season is an 18-race season that establishes the top driver. This section helps you get started on your championship bid.

NASCAR 99 CHAMPIONSHIP POINTS SYSTEM

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

- Each driver who leads the race for at least one lap receives five bonus points.
- The driver who leads the most laps in a race receives an additional five bonus points.

➥ From the Main menu, choose CHAMPIONSHIP SEASON. The Season Load/Save menu appears.

SEASON LOAD/SAVE MENU

At the Season Load/Save menu you can begin a new season or save, resume, or delete a season in progress.

➥ To begin a new season, choose NEW SEASON from the Season Load/Save menu. The Season Setup menu appears.

➥ To load, save, or delete a season in progress, ➤ *Load/Save* on p. 9.

SEASON SETUP MENU

Choose the car you want to drive throughout your championship season.

To begin a new season race:

1. From the Season Setup menu, select a car, then choose DONE. The NASCAR Options menu appears (➤ p. 12).
2. Set NASCAR options, then choose DONE. The Game Options menu appears (➤ p. 10).
3. Set Game options, then choose DONE. Racing analyst Bob Jenkins and NASCAR legend Benny Parsons introduce the season.
4. Following the season introduction, the Race Weekend menu appears (➤ p. 6).

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.

➥ When the race is over, the Season Standings screen appears. Check your results, then press ✖ to advance to the Season menu.

SEASON MENU

From the Season menu you can access your next season race, keep tabs on the championship battle, and save your progress.

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

LOAD/SAVE Return to the Season Load/Save menu to save, load, or delete a season in progress. If you have a Memory Card inserted in your PlayStation, you can save your season after any race and resume it at a later time.

NOTE: *Never insert or remove a Memory Card while loading or saving files.*

To save a season:

1. From the Season Load/Save menu, select SAVE SEASON. The Save Season window appears.
2. Highlight the Memory Card Slot to which you want to save your season, and press ✖. A cursor appears under the last letter in the name of the next track.
3. If you want to rename your season, D-Button ↕ to cycle through letters (↔ to move the cursor to a different letter).
4. Press ✖ to save, then ✖ again to close the Save Season window.

To load a saved season:

1. From the Season Load/Save menu, select LOAD SEASON. The Load Season window appears.
2. Highlight the season you want to resume, and press ✖. A confirmation prompt appears.
3. Press ■ to confirm, then ✖ to advance to the Season menu.

To delete a saved season:

1. From the Season Load/Save menu, select DELETE SEASON. The Delete Season window appears.
2. Highlight the season you want to delete, and press ✖. A confirmation prompt appears.
3. Press ■ to confirm, then ✖ to hide the Delete Season window.

➥ To return to the Season menu, choose DONE.

EXIT SEASON	Return to the Main menu.
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.
VIEW STANDINGS	The Season Standings screen displays a running total of each driver's championship points.
GAME OPTIONS	Adjust game options. ➤ *Game Options Menu* below.

GAME OPTIONS MENU

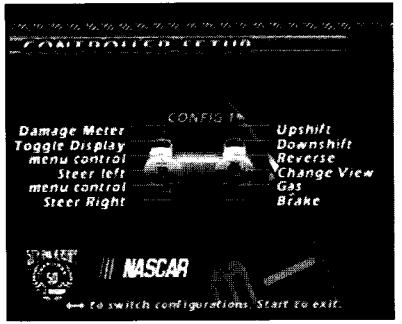
Adjust general gameplay options such as controller configuration and audio volume.



CONTROLLER SETUP

NASCAR 99 features a selection of controller setups, each with a slightly different button configuration. Choose the setup that feels best with your racing style.

When you choose CONTROLLER SETUP, the Controller Setup screen appears.



TO SELECT A CONTROLLER SETUP, D-BUTTON ‹› TO THE SETUP YOU WANT, THEN PRESS *START* TO ACCEPT AND EXIT.

ANALOG CONTROLLERS

Analog controllers deliver a more realistic driving experience than digital controllers because they allow for gradual control rather than simple on/off functions. *NASCAR 99* recognizes several analog controllers and steering wheels.

To use an analog controller:

1. Insert the game controller(s) and turn on the PlayStation game console.
2. Go to the Controller Setup screen and scroll the controller options until your device appears on the screen.

❒ If your controller does not appear, choose the most similar option.

❒ If your controller has an Analog/Digital switch, it must be set to Analog to appear on the screen.

3. Press **START** to select the configuration you want. The Calibration screen appears.
4. Follow the instructions on the Calibration screen, then press **START** to accept.

NOTE: *To use the OPTEC MACH 1 controller in NEC or A.J.S. mode, you must set Key Mode to "2."*

CD SOUND

During a race, you can listen to six cuts from the *NASCAR 99* soundtrack or race commentary and analysis from Benny Parsons and Bob Jenkins.

CD ANNOUNCER Interactive race commentary and analysis.

CD MUSIC–LOOP ONE Repeats one song throughout the race.

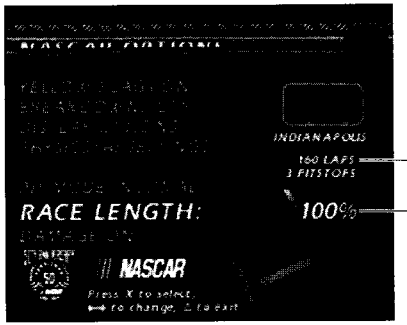
➥ To choose the song you want looped, press ✖ to access the song list, then select a song.

CD MUSIC–LOOP ALL Cycles through the entire soundtrack.

NASCAR OPTIONS MENU

Modify race-specific rules and details.

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



ACTUAL NUMBER OF LAPS

PERCENTAGE OF REAL-LIFE NASCAR RACE

PIT MODE **NORMAL**: Standard distances between pit windows.

SHORT RACE: Sets the race length to 5% and limits your car's fuel load to let you incorporate pit strategy in shootout-length races.

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.

ON: Cars that sustain enough damage to become undrivable are eliminated from the race.

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

OFF: Cars do not sustain damage.

YELLOW FLAG If you have Damage ON, whenever a hazardous situation arises on the track, the yellow flag comes out, and the field runs under caution. Set this option **ON** or OFF.

BREAKDOWN 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 Breakdown ON for the possibility of blown engines.

DISPLAY OPTIONS 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. Set this option ON or **OFF**.

TRACK MAP: The map displays the real-time positions of all the cars in the field. The lead car is marked with an L and your car is labeled P. In two-player races, player one is 1 and player two is 2. Toggle the map ON/**OFF**.

TIME DISPLAY: Time display posts split times and time differentials on the screen during your races. Set this option ON or **OFF**.

NOTE: *Time Display is not available in two-player races.*

PHYSICS/ AI SETTINGS At the Physics/AI Settings menu, you can set the strength of the computer cars relative to your car and increase/decrease your car's performance in several categories.

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

AI STRENGTH	Adjust your computer opponent's overall performance level.
CAR HANDLING	Reduce for a loose-running car; increase for tighter suspension.
DRAFTING EFFECT	This affects the draft strength and the distance required to catch it.
HORSEPOWER	Increase or decrease your engine's horsepower output.

RUNNING LOOSE AND TIGHT

A loose-running car oversteers. When you try to turn, the back end 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.

CAR SETUP MENU

As you modify your car's setup, the performance bars adjust to illustrate how the changes should affect your Top Speed, Acceleration, and Handling.

When you choose CAR SETUP from the Race Weekend menu, the Car Setup menu appears.

MPH

Set your speedometer to **MPH** (miles) or KM/H (kilometers).

FUEL

Set the amount of fuel you want in your tank at the beginning of a race.

NOTE: *You cannot adjust your fuel load when you select SHORT RACE as your Pit Mode at the NASCAR Options menu.*

CAR BALANCE

WHEEL LOCK Set the maximum degree your wheels can turn. You want your wheels to turn more on the road courses, which have more pronounced turns.

REAR SPOILER Set the angle of your rear spoiler. A rear spoiler set to a high degree increases wind resistance on the back end, providing better handling but reducing top speed. Select a lower degree for less resistance.

SHOCKS Set the stiffness of your car's shocks. Soft shocks allow your car to roll into the turns. Stiffen just the front shocks for understeer or just the back for oversteer.

TIRE PRESSURE Set the amount of air pressure in your tires. Decrease pressure to increase your tires' contact with the track. This increases both handling and tire wear.

WEIGHT JACKING 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.

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 race 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.

TRANSMISSION

AUTOMATIC/ MANUAL An automatic transmission provides a smooth, no-hassle race, but a manual transmission lets you squeeze every ounce of performance out of each gear.

GEARS 1–4 Set the height of your gear ratios. If you have a short gear ratio, you can get to the top of the gear quicker, but top speed is lower. Taller gears provide greater speed, but they take longer to climb.

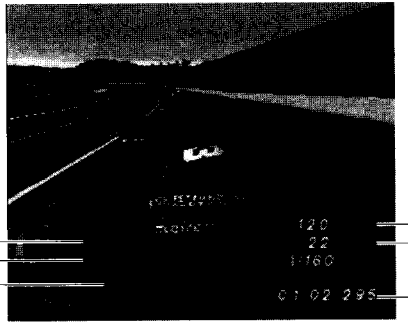
TIP *Set gear ratios low on road courses where acceleration out of the turns creates passing chances and high on speedways where all-out speed wins races.*

SET TO DEFAULT

Cancel modifications and return all settings to the defaults.

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 gas, and run flat out!

❒ For racing and pit controls, ➤ *Control Summary* on p. 3.

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. Cars may pit under yellow after officials open pit road.

NOTE: *When the yellow flag comes out, all cars are computer-controlled. Get ready to resume control when the green flag appears.*

➥ When pit road opens, a prompt appears. Choose YES to enter the pits or **NO** to stay on the 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.

Following the race, the Race Results overlay displays each driver's finishing position and time/laps behind the leader.

➥ At the Race Results overlay, press **START**. The Race Results screen appears.

NOTE: *After the Race Results screen, the Season Standings screen appears. When you exit the Season Standings, the Season menu appears.*

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.

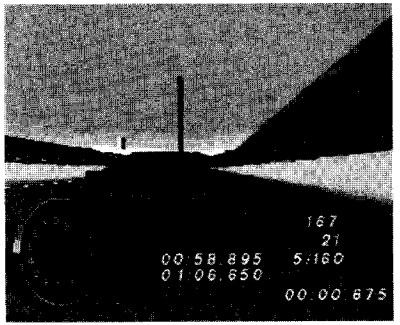
To execute a draft pass, or slingshot:

1. As you come up on the next car, position your car so that you are following an identical line.
2. Your draft meter illuminates as you get closer. Ease off the gas to keep from bumping the car.
3. Accelerate and pull up high so that 3/4 of your car is 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.



➥ To view time traps displayed on a map, access the Pause menu and select NASCAR TIMING (➤ *The Pause Menu* on p. 21).

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 as long as you remain on the lead lap. 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, change the tires, or repair damage.

To make a successful pit stop:

1. Decide 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.

➥ To highlight an option, D-Button ↕.

➥ To check/cancel services and increase/decrease wedge and rear spoiler angle, D-Button ↔.

4. When the pit services are complete, your car pulls out of its stall. Hit the gas as you exit pit road.

➥ For a splash-and-go pit stop, cancel all services except fuel. When you think you've taken enough gas, press ✖ to get back to the track.

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.*

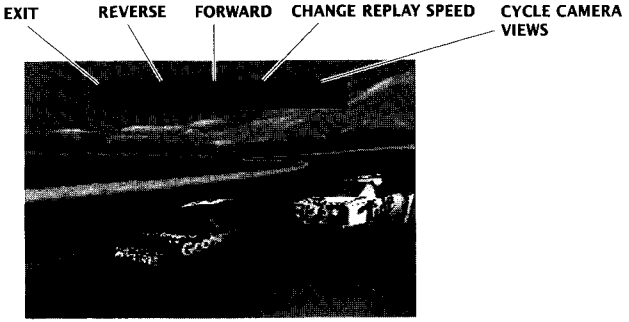
Practice Runs: *The Rear Spoiler option is available in the Pit Service menu only during practice runs. NASCAR rules restrict any rear spoiler modification during a race.*

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**. To resume, press **START** again.

INSTANT REPLAY Replay the last few moments of excitement on the track. You can watch the replay from several camera angles.



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 displays race and timing information for your car.

- To cycle **BEST LAP**, 2ND BEST LAP, and 3RD BEST LAP, D-Button ↔.
- To cycle **ELAPSED** (by trap), TIME (cumulative), and SPEED, D-Button ↕.

NOTE: *NASCAR Timing is not available during two-player races.*

SOUND OPTIONS Set audio channels to **STEREO** or MONO, and adjust volume levels.

DISPLAY OPTIONS Set best line, time display, and map options ON or **OFF**.

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

CREDITS

PRODUCTION TEAM

CREATED BY HIGH SCORE ENTERTAINMENT

Design Team: Dave Ross, Cody Murry, Joe Quilici, Mike Williams, Morgan Roarty, Michael Ress, Chris Novak

Supervising Producer: Dave Ross

Associate Producer: Cody Murry

Assistant Producer: Joe Quilici

Lead Tester: Simon Hall

Testers: Shawn Bergstrom, Jeff Hunt, Jalil Jaber, Chase Nunes, Todd Wilson

Technical Producer: Ken Zarifes

Product Manager: Charlie Cooper

Documentation and Driver Bios: Bill Scheppler

Audio: Marc Farly

Media Lab: Murray Allen, Jerry Newton, Michael Marsh, Eric Kornblum

Opening Movie Sequence: Michael Marsh, Jerry Newton

Race Commentary: Bob Jenkins, Benny Parsons, Stephon Stanton

Legal Team: Patrick O'Brien, Elaine Mederer, Pam Wolf

Business Affairs: Robert Gonzales

Licensing: *Motorsports Decisions Group* - Christine Randall, *Sports Management Network* - Mark Hoppen, Michael Ellison

Licensed Music: *Gear Jammer; Scuttle Buttin'; Surfing With The Alien*

Original Music by: Steve Goldstein

Driver Pictures Provided by: Cameras In Action, Stock Photography, Don Grassman

Documentation Layout: Corinne Mah

Package Design: Marco Garcia

Quality Assurance: Jamil Dawsari, Benjamin Crick, Bobby Joe, Todd Manning, Jay Miller, Gabriel Gils Carbo

Bristol Motor Speedway: Wayne Estes, Tanya Hall, Lori Worley, Blake Davidson

Special Thanks: Scott Orr, Harald Seeley, Chip Lange, Bing Gordon, James Kennedy, Pam Chiappe, Kathy Tarnutzer, Caboose Productions, Dave O'Neal, Kenny Wallace and the team at Filmar Racing

Vice President and Executive in Charge of Production: Michael Pole