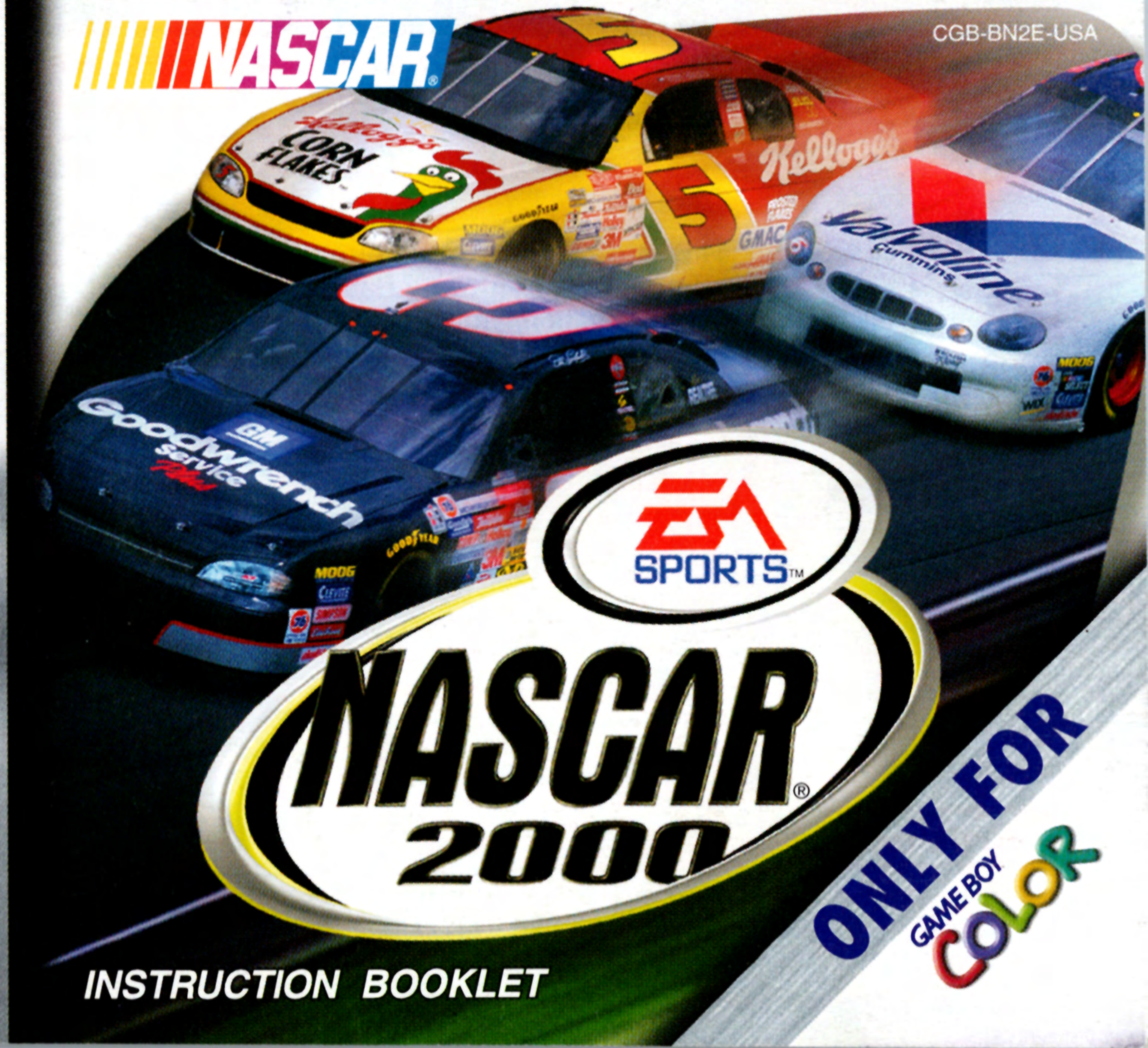
Nintendo

GAME BOY COLOR

NASCAR®

CGB-BN2E-USA



NASCAR® 2000

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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TABLE OF CONTENTS

Introduction 2
Starting the Game 4
Command Summary 5
Main Menu 7
Single Race 8
    Single Race Menu 8
    Game Options Menu 10
On the Track 11
Season Mode 15
Pit Stops 21
Head to Head 22
Tuning Shop 24
Save/Load Season 27
Copyright Information 28
Limited Warranty 37

INTRODUCTION



EA SPORTS™ presents *NASCAR® 2000* on Game Boy® Color
Get behind the wheel of your favorite NASCAR driver's ride and race against the stars of America's most exciting sport. There's non-stop action with over 25 NASCAR drivers racing on 16 authentic tracks. Fine-tune your car to shave valuable seconds off your lap time, then jump in the middle of some serious fender-to-fender racing action and gun it for the checkered flag. Use all the power of 750+ horses and test the wall at speeds up to 200 mph in quest of the series championship. Smell the rubber. Taste the paint. Feel the thunder.

- Race on 16 real NASCAR® tracks
- Over 25 NASCAR drivers including Dale Earnhardt and Tony Stewart
- Every aspect of the car can be fine-tuned
- Full Season mode
- Game Link cable compatible for 2-player racing action
- Battery backup to save game in progress

4 STARTING THE GAME

1. Turn OFF the power switch on your Nintendo® Game Boy® Color. Never insert or remove the Game Pak when the power is on.

2. Insert the *NASCAR® 2000* Game Pak into the slot on the Game Boy® Color. To lock the Game Pak in place, press firmly.

3. Turn ON the power switch. The Nintendo logo appears. If you don't see it, begin again at step 1.

4 The title screen appears automatically. Press **START** to advance to the Main menu.

COMMAND SUMMARY 5

Menu Screen Controls

Highlight menu items	▲ ▼
Cycle choices/Move sliders	◄ ►
Select/Continue	A Button
Return to previous screen	B Button

Racing Controls

Accelerate	A Button
Brake	B Button
Steer	◄ ►
Reverse (from 1st gear)	▼
1st gear (from Reverse)	▲
Upshift (manual transmission)	▲
Downshift (manual transmission)	▼
Pause	START



Pit Stop Controls

Highlight pit service	▲ ▼
Select pit service	**A Button**
Return to previous menu	**B Button**
Increase/Decrease Fuel, Spoiler, Wedge	◄ ►
Change Tires	**A Button**

MAIN MENU

From the Main menu you can choose the game mode that you want to play.



Single Race - Choose a track, customize your car and compete against the best. See page 8 for more information.

Season Mode - Challenge all the top NASCAR pros in a racing season made up of 16-grueling circuits. See page 15.

Head to Head - Use the Game Boy Game Link cable and take on a friend in a high-speed competition. See page 22.

Driver Profiles - Read about all the top drivers on the NASCAR circuit.

Credits – View the game credits.

8 SINGLE RACE

NASCAR racing is about cars and competition - it's about building the fastest stock 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.

Note: 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.



Go To Track - After choosing your NASCAR team and track, select GO TO TRACK to begin the race or go to the Tuning Shop.

- Race - Begin a race.
- Tuning Shop - Fine-tune all the aspects of your car. See page 24.

Select Track - Choose a track for your next race.

Select Car - Choose the car and driver team you want to use on the circuit. After selecting your team, choose an **AUTO** or MANUAL transmission.

View Records - Take a look at the best player times recorded for each track before trying to beat them.

Game Options - Customize *NASCAR 2000* for your racing needs. See page 10.

GAME OPTIONS MENU

Adjust the look, sound, and feel of *NASCAR 2000*. Your current NASCAR driver and car are listed on the bottom of the screen.



Difficulty - Toggle EASY/**MEDIUM**/HARD

Number of Cars - Choose from 10 to 20 cars to compete against. The default is **12** opponents.

Race Length - Set the length of your race based on the percentage of a real-life NASCAR race at the same track, from 3% to 100%. The default length is set to **5%.**

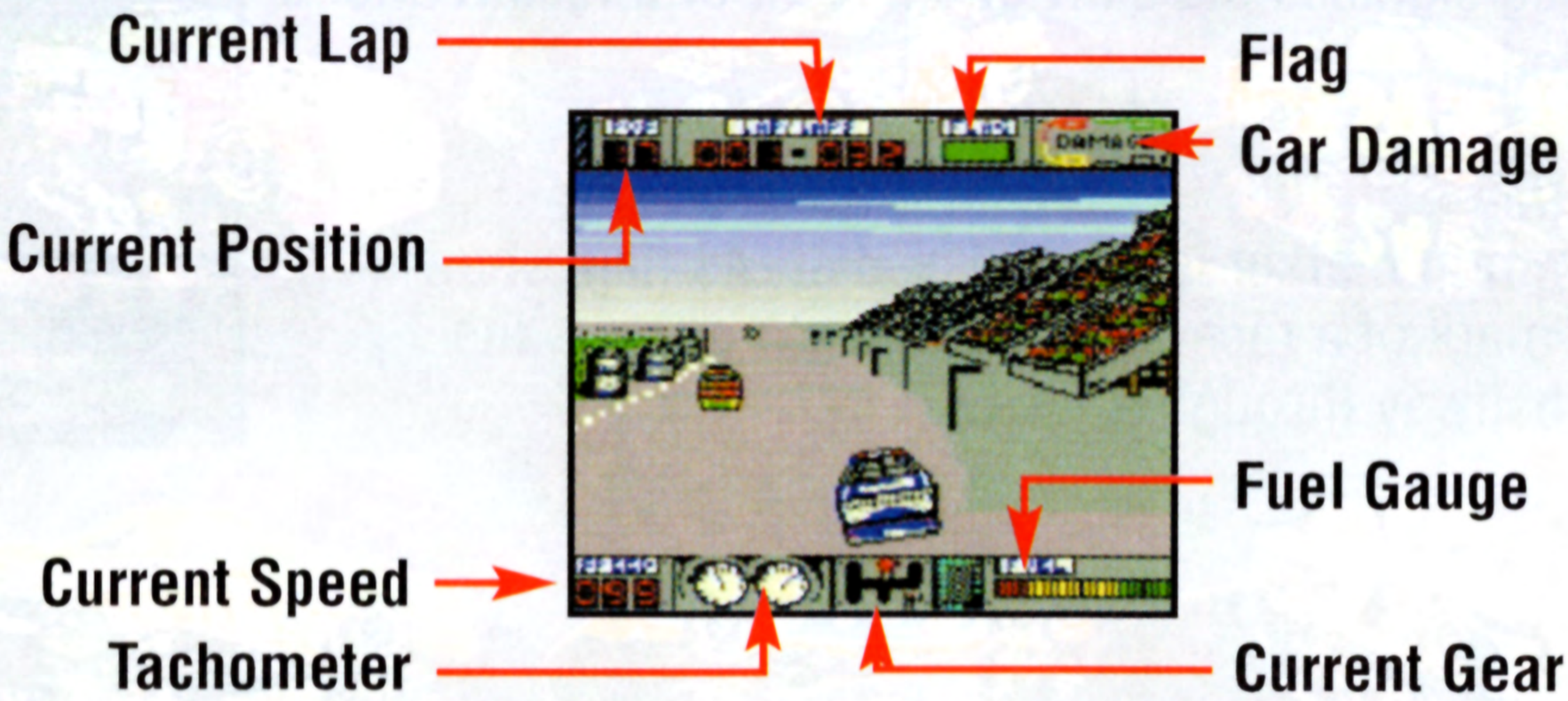
Car Damage - Toggle ON/OFF/**LIMITED**. With limited damage, any damage is repaired automatically when you accelerate.

Pit Mode - Choose either **SHORT RACE** or NORMAL RACE. In a Short Race, you will not be allowed to make any pit stops.

ON THE TRACK

Whether you're racing or qualifying for time, 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.

Note: When the damage meter turns red, you need to replace your tires for that portion of the car to regain handling.



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

The green flag signifies the start of an event or a restart after a caution period.



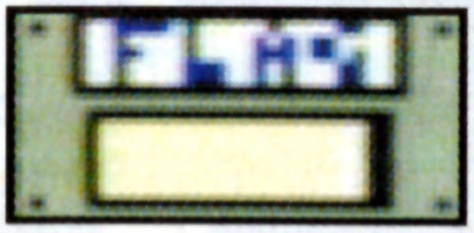
Halfway Mark

Another common marker is the crossed sticks flag, showing the halfway mark of a race. When the flag is shown, the leaders are halfway through a race.



White

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



Checkered

A checkered flag 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. After crossing the finish line, you can press START to skip to the end of the race and view the standings.



SPLIT TIME

Checking your split time is a good way to determine if your car is racing faster or slower 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 upper middle area of the screen.



At the Season menu you can begin a new season or load a season in progress. To load a season in progress, see *Save/Load Season* on page 27.

TO BEGIN A NEW SEASON:

1. From the Season menu, choose START NEW SEASON, then select YES. The Select Car screen appears.
2. Select a NASCAR driver.
3. Choose your transmission. When racing with a MANUAL transmission, you must shift gears by using the Control Pad UP/DOWN ▲▼ while racing.
4. Select CONTINUE to advance. By selecting GAME OPTIONS, you can customize *NASCAR 2000* before heading to the starting grid (see page 10).
5. View information on the upcoming race, then press **A Button**.
6. You can now look at a Season Summary or the current Standings. Choose either EXIT SEASON to exit the mode, or CONTINUE to advance.

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, each team gets their car ready for the qualifying lap where time determines starting position for the race. If a team is satisfied with its time, they head for the starting grid. 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.

TUNING SHOP

Make final adjustments to your car before starting the main event. See page 24.

PRACTICE

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

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

NASCAR 2000 Championship Points System

Utilizing a point structure inspired by NASCAR's scoring system, the Season mode is made up of 16 races throughout America. The winner of the season is the driver who earns the most points. If you quit a race before crossing the finish line, you are assigned last place and receive the fewest points possible.



Note: Each driver that has been in the lead at least one lap will receive 5 additional bonus points. The driver that has led the most amount of laps also receives 5 bonus points.

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

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.

By gaining points in every race, you can challenge for first place in the season. When you're in Single Race mode, on the other hand, you might as well charge hard to win the race.

PIT STOPS

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

1. Decide which services you want before entering the pits.
2. Enter pit road by turning hard in between the Pit Stop signs.
3. Select a service - press ▲▼, then **A Button**.
4. Each time you increase a meter, you can see how long it takes the crew to fix the car. The time is added to your total Pit Stop time.
5. After you select EXIT, the crew fixes everything you've selected, time is added to the race and you continue out of pit road.



22 HEAD TO HEAD



In *NASCAR 2000*, two players can compete head to head by using the Game Boy Link Cable! This will pit two drivers against each other to see who's the best.

To set up a Two-Player race:

1. While on the title screen, insert the Game Boy Link Cable into both Game Boy Color systems and press **START**.
2. Now select HEAD TO HEAD from the Main menu.
3. One Game Boy Color becomes the master and controls the select screens.
4. Each player selects a driver from his or her Game Boy Color.
5. Once the drivers have been selected, each player can choose either an **AUTO** or MANUAL transmission.

6. The player with the master Game Boy Color can select the Track to compete on, and can choose a Race Length between 2 and 10 laps.

7. While the Track and Race Length is being selected, the other Game Boy Color displays "Waiting for Other Player".

8. Once the Race Length has been selected, the players head to the track. When the green light flashes, get ready to punch it!

While competing Head-to-Head, the Car Damage option is always **OFF** and pit stops are not allowed. When the race is over, the winner views a screen with the best lap time and total race time. The loser returns to the Main menu.



24 TUNING SHOP

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



By selecting TUNING SHOP from the Single Race menu or the Season menu, you can modify your car's setup.

Fuel Volume

The longer the race, the more fuel you need to compete. However, select less fuel to lower the weight of your car for a short race.



Wheel Lock



The wheel lock adjustment ads sway to the car's performance. Increasing the setting causes your car to tend to drift a little towards the right. Decreasing the setting causes it to drift towards the left-hand side of the track.

Rear Spoiler



Increasing the angle of the rear spoiler causes the downforce on the car to increase. This tightens your car by providing better grip for the rear tires. However, your top speed decreases as the spoiler angle gets steeper.

Shock Absorbers

Adjust each shock absorber to alter the steering of your car to be either stiff or soft. The softer the setting, the more your car tends to drift.



Tire Pressures

Decreasing tire pressure increases your car's handling. However, the tires wear down faster, forcing you to make an early pit stop.



Weight Jacking

Try increasing or decreasing the three Weight Jacking 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.



SAVE/LOAD SEASON

NASCAR 2000 utilizes a built in battery to save one season at a time.

To Save a Season:

- You must complete at least one race before saving a season.
- Select EXIT SEASON from the Season Information screen.
- Select NO to return to the season, or YES to quit and save.
- You return to the Main menu with your season saved to the battery.

To Load a Season:

- Select SEASON MODE from the Main menu.
- Next, select LOAD SEASON.
- Press **A** to view the information on your next race.
- Your season has been successfully restored. Continue on your quest for the NASCAR championship!



Note: Choosing START NEW SEASON instead of LOAD SEASON erases, your previously saved game.

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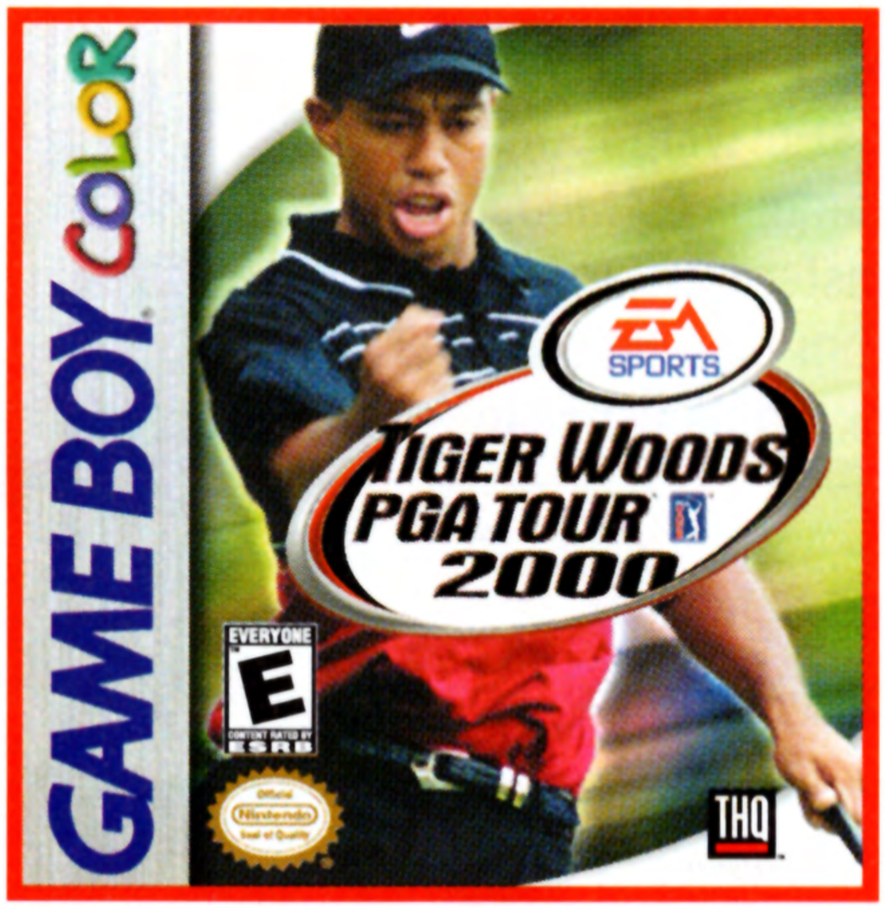
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FEATURES:

- Play as or against six PGA TOUR Pros – Tiger Woods, Craig Stadler, Brad Faxon, Lee Janzen, Tom Kite, and Davis Love III
- Earn money in THE SKINS GAME™ mode, or compete in Tournament, Shoot Out, or Stroke play
- Power onto the leaderboard on three authentic TPC courses: Summerlin, Sawgrass, and Scottsdale
- Control the ball's hook, slice, and spin to adjust to varying weather conditions
- Use the password option to save your game
- Up to 4 players can compete on one Game Boy!

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- Complete statistics for all teams and players
- All new teams including the Cleveland Browns and Tennessee Titans
- Unique Audible mode – Make adjustments at the line of scrimmage
- Substitute any player into offensive and defensive formations
- Enhanced Game Boy Color graphics
- Password system to save progress

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FEATURES:

- Challenge the best in a full 82-game NHL Season
- Control all the Teams and Players including the expansion Atlanta Thrashers
- Crush the competition in Exhibition, Playoffs, or Shoot Out modes
- Call line changes “on the fly”
- Compare complete player and team statistics after every game
- Save the action with an intuitive Password System

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Triple Play 2001 delivers all the action of a highlight reel to the palm of your hand. Blast a line drive up the middle, pound a game-winning Home Run into the bleachers, or make a diving catch to save a shutout. Whether you're going yard in the Home Run Derby or playing an exhibition game, *Triple Play 2001* offers big league baseball action.

FEATURES:

- Updated player rosters for every Major League team
- Complete batting and pitching statistics for each player
- 32 teams to play as including the N.L. and A.L. All-Star teams
- 30 authentic ballparks
- New home-plate animations and scoreboard effects

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THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days. To receive warranty service, notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 225-5167 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Customer Service
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

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