



P R E S E N T S :

XBOX™

NASCAR Thunder™ 2003

Product Description

NASCAR Thunder™ 2003 surrounds you with the emotion, sound, fury, and risks of the high-speed, high-drama career of a NASCAR® star. Feel the adrenaline rush, intensity and passion of being a NASCAR driver on a quest to become a NASCAR Winston Cup Series champion. Take on various real-life scenarios, complete with dramatic pileups, walls of smoke, and constant door-to-door, three-wide racing, to test your nerve and improve your racing skills. Build a racing legacy over the course of 20 drama-filled seasons.

A totally new gaming engine features improved physics, AI and control, and improved graphics rendering, including new spectacular car and track highlights, enhanced smoke and damage, and more dynamic racing venues.

Key Features

- **Career Mode:** Deepest career racing game includes 20 successive seasons; the four major components to develop while building a racing career are: Sponsorship, Team Management, Car Setups, and R&D.
- **Lightning Mode:** More than 30 scenarios, including monumental moments from real NASCAR races; each scenario is presented and described by the driver involved in the race scenario; the player re-lives the moment and either changes history or preserves it.
- **Thunder License:** Puts you behind the wheel of your own NASCAR ride, dynamically instructing you on driving lines, brake points, and all the nuances to help you to develop from an entry-level player to a pro.
- **All-new game engine:** New engine features more realistic vehicle dynamics, including tire grip and wear patterns, handling and suspension behavior, and collision physics; fun entry-level control with progression to deeper “simulation.”
- **Tracks:** Introducing six new speedway-infield road-racing courses and one new Super speedway. All 23 NASCAR Winston Cup tracks; 14 with day and night racing; now includes the Daytona Beach road course.
- **Thunder Plates:** Earn plates and Thunder rewards you with new, unlockable features, including drivers, tracks and videos.
- **Dynamic and Visual Effects:** Dust whipped up as car dives low/high in corners; shadows cast by track objects visible on car bodies; blown tires shred; fragments and sparks fly; car parts on the track will damage vehicle if struck.
- **Cinematics:** Motion captured NASCAR pageantry; victory lane celebrations include driver celebrations, trophy moment, fireworks, etc.; dramatic pre-race camera fly-bys build emotion.
- **Sense of Speed:** Greater volume of trackside items, more things “flying” by; more shadow reflections on the car bodies and track surface; dynamic chase camera compresses/regresses according to deceleration and acceleration.
- **Quick Cautions:** accelerates the time a caution takes and adds a TV style recap of the cause. Pit crew mistakes will happen from time to time and can effect the outcome of a race.
- Also available for Nintendo GameCube™, PlayStation® 2 and PC-CD.

Product Specifications:

Publisher: Electronic Arts
Developer: Electronic Arts Tiburon
Ship Date: Fall 2002
Category: Sports

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