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This beauty's gonna' wreck  
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## [NASCAR Racing 2002 Season Secrets \(PC\)](#)

### *Leave the track at Sears Point*

The racing game [NASCAR](#) Racing 2002 Season was the successor to the immensely popular NASCAR Racing 4 and the immediate precursor to the even more popular NASCAR Racing 2003 Season. This sim provided much more accurate car models and a vastly improved physics engine. The box on the game featured new [NASCAR](#) star Kevin Harvick, a driver missing from NASCAR 4 seeing as the game was released very shortly before the death of Dale Earnhardt. NR2002 has all 23 tracks on the 2002 Nascar schedule, including a fictional track named Coca-Cola Superspeedway. This game also has a full field of cars, along with many fictional ones. NR2002 is a MMOG, at one time supporting over 1,500 drivers, however now only about 30 drivers still race online in sierras online NR2002 season server. There are also several fictional ones as mentioned above. One is a fictional Coca-Cola car. Another car has John Beatty as the driver. John Beatty used to be webmaster of a now-defunct site called the Pitwagon that had 2001, 2002 and 2003 cars. The game is also missing several drivers. Sterling Marlin, who led the points standings until he was injured at Kansas to the point that he couldn't race for the rest of the year, was missing from the game. It didn't really matter though, since Marlin was sponsored by a beer company (Coors Light) which meant that he would have to have been sponsored by himself in the game. ([Wikipedia](#)) **Secrets***Leave the track at Sears Point*On Sears Point Raceway, stop after the sand at the end of turn seven. Here you will be able to get into the space between the tire barrier and the fence. Drive in that area for a short while until the fence ends. You will then be able to drive around on the dirt outside of the track. We're gonna' wreck around the clock tonight: