



SEGA™

Imagine owning  
a Ferrari you'd let  
the kids drive!

Ferrari®  
*F355 challenge*™

NAOMI™

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*It's red, it's fast, it's loud, and it's ready ...*

# F355 challenge

## Let the Race Begin!

Under the supervision and assistance of Ferrari engineers and professional drivers, Sega created a game that duplicates the thrilling driving sensations found in one of the world's most sophisticated race cars, the **Ferrari F355!** Racers can choose from six of the world's most well known race tracks including Long Beach, Suzuka and Monza! They'll be amazed by the lush graphics displayed on three high-resolution monitors offering over a 170-degree field of vision.



Three 29-inch monitors provide a 170-degree field of vision with incredibly realistic graphics.

The one-of-a-kind Ferrari sound is accurately reproduced through headrest mounted speakers. Racers, regardless of skill level, can enjoy the rush of driving this world-class automobile by choosing the level of difficulty they want. Start with the Training Mode where drivers race around the track to gain familiarity of the track and all its subtle nuances. Or, select Expert Mode if you think you can run with the some of the best drivers in the world!

### Printable Race Reports

Ferrari F355 Challenge comes equipped ready to accept an optional printer. When installed, players can choose to get a printout of their race results. Requiring an additional coin(s) drop, (operator controllable) this printout shows the course selected, best lap time, the actual driving line the car followed, engine RPM and many other facts about the race! A feature sure to result in increased earnings and repeat play!



### Player controls

Ferrari F355 Challenge has the look and feel of a real Ferrari. Get behind the wheel and put the pedal to the metal in this incredible machine, which has the features you'll find on the real thing.

- Gas, Brake and clutch pedals.
- Steering column "butterfly" shifter.
- Six speed manual stick shift.

### Cabinet Specifications

82" w x 73" d x 79" h, 1,200 lbs.

### Cabinet Features

- Single player environmental cabinet linkable up to eight.\*
- \* (optional link kit available early Dec. 1999)
- Three Nanao 29" 31 kilohertz high resolution monitors.
- Two-speaker stereo sound with in-the-seat mounted sub-woofer.
- Four Naomi Hardware systems.



### Player Assist Features

Ferrari F355 Challenge is the first ever driving arcade game to use player assist. Players enjoy the most realistic racing action and can easily adjust the game to be appropriate for any skill level - from beginner to expert.

**Stability Control** - Helps keep the "shiny side" up and the "greasy side" down.

**Traction Control** - Keeps the wheels from spinning by reducing torque to the drive train.

**Anti-Lock Brakes** - helps drivers slow down and safely steer out of danger by preventing wheel lock up.

**Intelligent Braking System** - if you don't know a brake pedal from a bike pedal, this option is for you. When engaged, you worry about steering and leave the braking to us.

Distributed by

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# F355 challenge

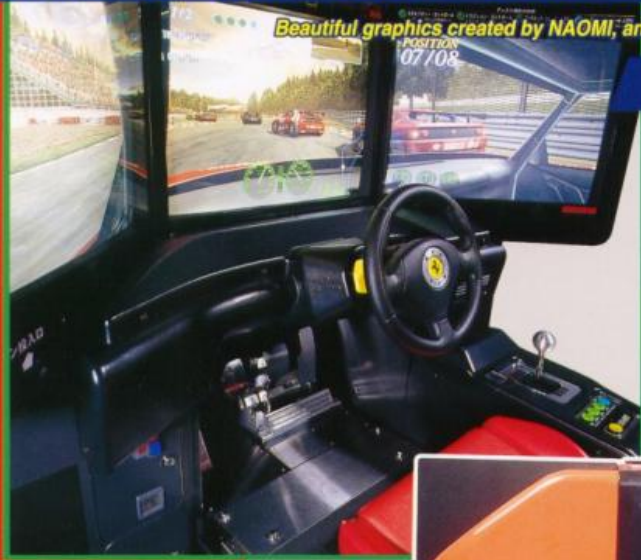
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## F355チャレンジ

芸術品ともいわれる真紅のボディに、レース仕様のコンプリート・キットをまとった、高貴で美しいレーシング・マシン「フェラーリ F355 challenge」。伝統と格式を引き継いで創り出された、5バルブ・ヘッドの秘めたるパワーが醒し出すエグゾースト・ノート。空気をも引き裂きそうに感じさせるスピードと圧倒的なビジュアル。その全てに誰もが魅了される。誰にも遠慮はいらない。自分だけの世界で、この夢のマシンが体験できる。

### NAOMIが創り出す美しいグラフィックと、

Beautiful graphics created by NAOMI, and sound that you can feel through your seat.



### シートから体に伝わるサウンド。

シートに組み込まれたスピーカーシステムで、フェラーリの車内を思わせる、かつてないリアルなエンジン音を再現。

体にあつた姿勢を提供。シートがスライドする「アジャスター」搭載。

ドライバーの「視界」を映し出す、29インチ大型モニターを3基搭載。

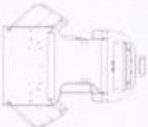
- We have reproduced engine sounds more realistic than anything before, and with the speaker system built into the seat you'll think you're inside a real Ferrari.
- The seat is fitted with adjusters to make it slide, offering a posture to accommodate your physique.
- The cabinet is equipped with three large 29-inch monitors to display the driver's field of view.

Ferrari F355 Challenge—a beautiful, noble racing machine in fire-engine red, built to meet racing specifications. Created on tradition and prestige, the power concealed within its five-valve head roars with the sound of the engine exhaust. The speed that seems to rend the air, and the overwhelming visual. Everyone will be drawn in by all of these elements. Anyone can experience this dream machine in their own personal world.

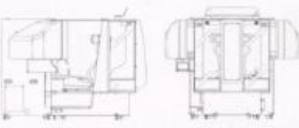


写真は国内仕様のもので、海外仕様は地域により若干異なります。  
The Japanese model is shown in the photographs. Specifications for the overseas model may differ slightly.

| 仕様 (1人用) |                                     | Specifications For one player |                                 |
|----------|-------------------------------------|-------------------------------|---------------------------------|
| 筐体寸法     | W: 2020mm<br>D: 2090mm<br>H: 1830mm | Outer dimensions              | W: 2020mm, D: 2090mm, H: 1830mm |
| 重量       | 607kg                               | Weight                        | 607kg (1346.6lb)                |
| 消費電力     | AC100V 750W                         | Power                         | AC 100V 750W                    |
| モニター     | 29インチ×3基                            | Monitor                       | Three 29-inch monitors          |



1/100



Note: The power supply described herein refers to the requirements in Japan and is subject to change depending on the country where the unit is to be installed.

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●この1/100縮小図は、あくまで参考図です。実際の寸法は必ずしもこの通りではありません。

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1985年「ハンゴオン」、1986年「アウトラン」・・・  
数々のドライブゲームを作りながら、いつか、プロドライバーの方が  
ゲームの得意な人より早く走れるようなゲームを作りたい、と思い続けてきました。  
10年以上の歳月がたった今、ようやくそれが実現できつつあります。

フェラーリ社及び多くのプロのドライバーの方の協力のお陰で、  
シミュレーターと呼ぶにふさわしいゲームを生み出すことができました。  
このゲームがフェラーリ同様、世界中から愛されるものとなることを祈ります。

このゲームを全てのモータースポーツファンに捧げます。

In 1985 there was Hang On, followed by Outrun in 1986... Over the years I've made many  
driving games, and it has always been my aim to produce a driving game in which pro drivers  
would be able to beat game enthusiasts. After ten years I have finally been able to achieve this goal.

With the assistance of Ferrari and many pro drivers, I have created a machine that is more  
like an actual racing simulator than a game, and I hope that this game will evoke the same  
level of feeling and passion as that of an actual Ferrari.

I now present this game for the enjoyment of all motor sports fans around the world.

1999年  
セガ・エンタープライゼス  
F355チャレンジ プロデューサー

鈴木 裕

1999  
SEGA ENTERPRISES  
F355 Challenge Producer  
Yu Suzuki

*Yu Suzuki*