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

Ferrari F355 Challenge

FOR MORE INFORMATION, CONTACT PRIMETIME AMUSEMENTS: 1.800.550.0090
VISIT US AT: HTTP://PRIMETIMEAMUSEMENTS.COM
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!

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" shifters.
- Six speed manual stick shift.

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

Cabinet Features
- Single player environmental cabinet available up to eight.
- Three Nanoe 29" 31KHz high resolution monitors.
- Two-speaker stereo sound with in-the-seat mounted tweeters.
- 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 of the drive train.

Anti-Lock Brakes - Helps drivers slow down in a safe stopping 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.

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. Including an additional controller 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.

Distributed by

SEGA

Sega Enterprises, Inc. (USA)
650 Townsend St., Suite 575
San Francisco, CA 94103
p 415-701-6500  f 415-701-6568
web: www.sega الأمريكي

NAOMI

©1995 SEGA

Ferrari, Ferrari F355 and the Ferrari Challenge distinctive designs are trademarks of Ferrari, S.p.A.
アールネス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めた、高級で美しさレーシング・マシン。「フェラーリF355 challenge」は伝統と競技性を引き継いで創出され、5バルブ・ヘッドの強力なパワーが現し出しエグゾーストノート。空気を吸い込んだように感じるスピード感と圧倒的なビジュアル。全てに誰もが魅了される。誰にも還元はいらない。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。
・体にあった姿勢を提供。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。

Ferrari F355 Challenge is a realistic full-sized racing machine in an engine test, built to meet racing specifications. Created in tradition and presenting the power concealed within its five-liter head case with the sound of the engine exhaust. The look 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.

The Japanese model is shown in the photograph. Specifications for the overseas model may differ slightly.

SEGA
1985年「ハングオン」、1986年「アウトラン」･･･数々のドライプ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・エンタープライズ
F355チャレンジ プロデューサー
鈴木 裕

1999
SEGA ENTERPRISES
F355 Challenge Producer
Yu Suzuki