

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.

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