



## Ferrari F355 Challenge

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**ECTS, August 2002** - Sony Computer Entertainment Europe (SCEE) is pleased to announce the forthcoming release on PlayStation®2 of the most accurate driving simulation on any games format, Ferrari F355 Challenge.

Devised by legendary Japanese games designer Yu Suzuki responsible for such classics as Out Run, Ferrari F355 Challenge gives you the chance to race at breakneck speeds in one of the most desirable and prestigious automobiles in the world, the Ferrari F355.

A true driving simulation, as opposed to an arcade thrash, Ferrari F355 Challenge features one of the most accurate and realistic physics models ever seen on any format. As a result, the car's handling is stunningly authentic and – just like the real thing – it takes a lot of skill and expertise to get the most out of the car on its limits.

Quick learners will soon get the hang of it, but for the uninitiated or inexperienced, there's a wide range of driving aids to make things a little less demanding.

You can toggle as many or as few as you need and, as you improve, simply switch them off. Regardless of the aids selected, a new grading function will tell you exactly how well you're doing and evaluate and rate your racing technique.

Once you become expert in handling the car, you'll find yourself using the multitude of real-life settings – from down-force to gear ratios and suspension parameters – to customise your car's handling to suit both your driving style and the circuit on which you're racing, adding even further depth to the gameplay.

And with its excellent split-screen two-player mode, you'll be able to put your new-found expertise to the best of all possible uses – beating your friends.

The eleven circuits available number among the most famous in the world of racing, and provide a nicely-judged variety of driving experiences. They include the fast and twisty

Suzuka, home of the Japanese Grand Prix (you can race on both the short and long versions); the Long Beach street circuit, with its 90-degree corners and unforgiving walls; and Motegi Oval Speedway for flat out, Indycar-style blasts. And of course no self-respecting Ferrari simulation would be complete without Ferrari's own test circuit, the legendary – and lightning quick – Monza.

Each circuit features a number and range of dynamic cameras that's rarely seen in a driving game, allowing you to watch tv-quality replays of your entire race – from start to finish.

With its ground-breaking physics giving unprecedented accuracy of handling, and offering the opportunity to race one of the most prestigious racing machines at the some of the greatest circuits on earth, Ferrari F355 Challenge adds up to one of the most demanding – and rewarding – high-speed simulations you'll ever have the pleasure of driving. Until you've saved up enough for the real thing, of course.

For more information on SCEE titles, please visit our website

[www.playstation.com](http://www.playstation.com)

<p><b>Developer:</b> Sega-AM2 <b>Genre:</b> Racing <b>No. of Players:</b> 1-2 <b>Platform:</b> PlayStation®2 <b>Peripherals:</b> Analog Controller (DUALSHOCK®2), Memory Card (8MB) (for PlayStation®2) <b>Release Date:</b> September 2002</p>
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#### **Sony Computer Entertainment Europe Ltd.**

Sony Computer Entertainment Europe, based in London, is responsible for the distribution, marketing and sales of PlayStation, PS one and PlayStation 2 software and hardware in 102 territories across Europe, the Middle East, Africa and Oceania. At the end of March 2002, over 36 million PlayStation units had been shipped across these PAL territories, over 89.6 million worldwide. Between its European debut on 24 November 2000 and 5 May 2002, 8.8 million PlayStation2 units have been shipped across the PAL territories, over 30 million world-wide, making it one of the most successful consumer electronic product launches in history.

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