Dreamcast

Dreamcast™

Dreamcast

Dreamcast™

MAN83264.01-ENG

F355 challenge™

Passione Rossa

PIRELLI

SEGA

AKLlaim

Distributed by Acclaim Entertainment Ltd.

EPILEPSY WARNING

Please read the manual and particularly this paragraph,before using this video game system or allowing your children to use it. A responsible adult should go through with any minors, the operator instructions of the Dreamcast before allowing play to take place. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy, or has never had an epileptic seizure. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of seizures or epilepsy. If you or anyone in your family have ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY discontinue use and consult your doctor.

For your health
- Sit away from the television screen, as far as the length of the Controller cable allows. We advise that you sit a minimum of 6.5 feet (about 2 meters) away from the television screen.
- Preferably, the game should be played on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 minutes per hour while playing any video game.

GETTING STARTED

This GD-Rom can only be used with the Dreamcast System. Do not attempt to play this GD-Rom on any other CD player-doing so may damage the headphones and speakers.
1. Set up your Dreamcast system by following the instructions in your Dreamcast System Instruction manual. Plug in Control pad 1. For 2-4 player games, plug in pads 2-4 also.
2. Place the Dreamcast GD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Dreamcast logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press A,B,X,Y and Start simultaneously to return to the game title screen. Press A,B,X,Y and Start simultaneously again to return to the Dreamcast control panel.
5. If you turn on the power without inserting a GD, the Dreamcast control panel appears. If you wish to play a game, place the Dreamcast GD-ROM in the unit and the game will automatically boot up.
Important:Your Dreamcast GD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Dreamcast System has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

HANDLING YOUR DREAMCAST GD-ROM

- The Dreamcast GD-ROM is intended for use exclusively with the Dreamcast System.
- Be sure to keep the surface of the GD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.

TABLE OF CONTENTS

NEED HELP????

Hints, Tips and Cheats

For hints, tips and cheats please call the
Acclaim Games Hotline 24hours a day
7 days a week on **09067 53 50 00**
Calls cost 75p per minute at all times. Please ask the bill payers permission before using this service. Callers must legally be over 16 years of age.

For Technical Support, see the end of this manual.

Loading

1. Insert your F355 Challenge™ Passione Rossa Dreamcast™ Specific Disc into your Dreamcast console.

2. Plug your Dreamcast Controller into Controller Port A.

Note: F355 Challenge™ Passione Rossa is a 1 to 2 player game. Before turning the Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Dreamcast.

3. Switch on the power to your Dreamcast Unit.

4. You will be prompted to select a Visual Memory (VM) on which to save your progress in the game. Each saved game requires up to 39 blocks of memory. If you do not have a VM or it does not have adequate blocks to save the game data, you will be alerted but may continue playing.

*Purchase additional controllers (sold separately) to play with two or more people.

While saving a game file, never turn OFF the Dreamcast power, remove the memory card or disconnect the controller.

While the unit is on, press the Open button on the Disc Door of the Dreamcast console. The Dreamcast Bootrom screen will appear. Choose the Settings option (the clock in the bottom right corner). The following screen will have language selection as the 1st option. Press A to go to the language selection screen and choose the desired language. We support English, French, Italian, Spanish and German.

CONTROL DECK

DISC COVER

POWER BUTTON
This turns the unit ON or OFF
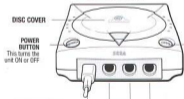
CONTROL SOCKETS
Use these ports to connect the Dreamcast Controller or other peripheral equipment. From left to right are CONTROL SOCKET A, CONTROL SOCKET B, CONTROL SOCKET C, AND CONTROL SOCKET D. Use each port to connect controllers for players 1 to 4 respectively.
NOTE: CONTROL SOCKET can also be referred to as a SOCKET.

VISUAL MEMORY (VM)

CAP

CONNECTOR

OPEN BUTTON
Press to open the Disc Door

LCD SCREEN

DIRECTION PAD (D-PAD)

SLEEP BUTTON

MODE BUTTON

B BUTTON

A BUTTON
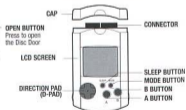
Never disconnect the VM while performing a battle or exchanging data when connected to another VM. Also note that leaving two VM connected for a long period of time will considerably shorten the life of the batteries.

X BUTTON

ANALOG THUMB STICK

DIRECTIONAL BUTTON (D-PAD)

Y BUTTON

B BUTTON

A BUTTON

START BUTTON

RIGHT TRIGGER (R TRIGGER)

LEFT TRIGGER (L TRIGGER)
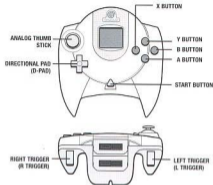
Never touch the Analog Thumb Stick or Triggers L/R when turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. Operation with incompatible controllers is not guaranteed.

When the Vibration Pack is inserted into Expansion Socket 1 of the Dreamcast Controller, the Vibration Pack does not lock into place and may fall out during game play or otherwise inhibit game operation.

Race Controller

Front View

Steering Wheel

· Button
B Button
· Button
A Button
Start Button
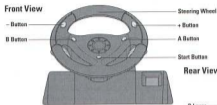
Rear View
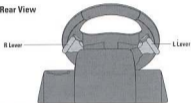
R Lever
L Lever

When using the Race Controller, never touch the steering wheel or left and right levers when turning the Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.

MENU NAVIGATION

Confirm/Select	A BUTTON
Cancel/Previous	B BUTTON
Select Option	DIRECTIONAL BUTTON UP and DOWN
Toggle Option	LEFT and RIGHT DIRECTIONAL BUTTON
Pause Game	START BUTTON

Dreamcast Controller

SHIFT DOWN

STEERING
TOGGLE ASSIST FUNCTION ON or OFF
SELECT ASSIST FUNCTION
STEERING
SHIFT UP

PAUSE

ACCELERATOR
BRAKE

Racing Controller

SHIFT DOWN
STEERING
SELECT ASSIST FUNCTION
SHIFT UP
TOGGLE ASSIST FUNCTION ON or OFF

ACCELERATOR
BRAKE

4

5
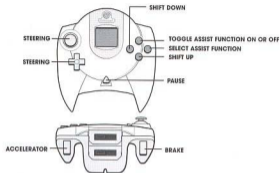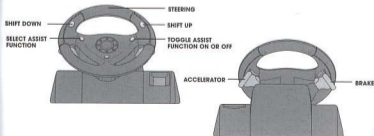
Main Menu

There are various modes in this game.
Each of these modes is summarized here.
Go to the Main Menu by pressing the **Start Button** at
the Title Screen. Select the mode
to play using the **Directional Button**, and
confirm the selection with the **A Button**. If the
demonstration has begun, you can return to the
Title Screen by pressing the **Start Button**.

MAIN MENU

ARCADE
CHAMPIONSHIP
SINGLE PLAY
VERSUS PLAY

CAR SETTINGS
DRIVING DATA

OPTIONS
SAVE GAME
LOAD GAME

Contents of Each Mode

ARCADE The game is a checkpoint style
race, like the arcade version of "F355
Challenge."

CHAMPIONSHIP There are a total of 6
races. Compete for the combined highest
score from each track.

SINGLE PLAY Basically the same as
"ARCADE," but there is no time limit, and
the car setting can be changed.

VERSUS PLAY 2-player split
screen race.

NETWORK RACE Connected to
the internet, time attack is done
using **ghost cars** with a large number of
players.

CAR SETTINGS Change the
car setting.

DRIVING DATA View the driving data
graph and replay. Also, the best lap can be
confirmed.

HOME PAGE Reads the home
page. You can also participate in the
internet ranking.

OPTIONS The control assignment and
various setups are done.

SAVE GAME Saves the file.

LOAD GAME Loads the file.

The Screen
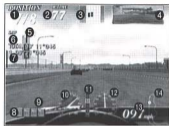
This explains the basic screen display. The Play Screen in the "ARCADE" race mode is explained here as an example.

❶ **Ranking/Number of cars
participating:** Displayed on Race
and Versus Screen.

❷ **Time left:** Displayed only on modes
with time limits.

❸ **Radar:** Shows the position of your car
and your opponents.

❹ **Rear-view mirror**

❺ **Number of current lap/Number of
total laps**

❻ **Total time passed**

❼ **Lap time**

❽ **Assist function selection cursor:** Press
the B Button to select the help
function.

❾ **Assist function indicator:** Press the Y
Button to turn the selected help
function ON/OFF.

❿ **Tachometer**

⓫ **Gear display**

⓬ **Speed meter (analog)**

⓭ **Speed meter (digital)**

⓮ **Map display:** Shows the course map
and position of your car and the
leading car.

Selection Screen

A selection screen appears before the races in each mode. The common items in the selection screens of the various modes are introduced below.

Course Selection

Selects the course to run. See page 23 for details of each course.

Level Selection

Selects the level. Depending on the level, the transmission type and the availability of the assist function will vary. The assist function can be switched ON/OFF separately during gameplay.

Beginner: Shifting is automatic. All of the assist functions SC, TC, ABS, and IBS may be used.

Intermediate: Shifting is manual (6-speed). The assist functions SC, TC, and ABS may be used, and the IBS function cannot be used.

Professional: The handicap of the selected player is gone (can be selected only during Versus Player and only when the HANDICAP under OPTIONS is HEAT). The shifting operation and the assist functions are the same as the intermediate level.

Course Selection Screen

Select from 6 courses. Use the **Directional Button Left or Right** to make selections, and press the **A Button** to confirm the selection.

Please select COURSE — MOTEGI

Please select LEVEL — NOVICE / INTERMEDIATE / AT AUTOMATIC / Assist Function

Please select COURSE — MONZA

Level Selection Screen

Select the transmission type and assist function. Use the **Directional Button Up or Down** to make selections, and press the **A Button** to confirm the selection.

Assist Function

There are various types of assist functions to help the beginning driver improve his/her driving technique.

The assist functions can be switched ON/OFF individually while driving (the assist functions that can be used differ based on the level). By playing with the assist function OFF, the player can steadily improve.

In OPTIONS, the ON/OFF can be set at the beginning of the race.

How to Switch the Assist Function ON/OFF

Press the **B Button** to move the assist function selection cursor displayed on the assist function indicator. Press the **Y Button** to switch the selected function ON/OFF.

SC ## Stability Control
Posture control when cornering. Improves control stability.

TC ## Traction Control
Transfers the engine's power to the wheels for better traction. Improves control stability.

ABS ## Anti Lock Brake System
Keeps the tires from locking while braking.

IBS ## Intelligent Brake System
Automatically brakes before curves or turns. With this function, a beginner can concentrate on steering. It is also useful to learn the braking points on the course.

Mode Select

Select the mode you wish to play. Move the **Directional Button UP or DOWN** to select and the **A Button** to confirm your selection.

NOTE: These modes are available in Arcade and Single Play modes.

Training: Learn the line of the course, braking points and shift timing, following verbal instructions and marks.

Driving: Drive the course alone to improve your technique. Also, consulting your drive data, a **ghost car*** appears.

Race: Participate in a race and compete for the top ranking. Try your skill in an actual race.

* The ghost car won't be displayed unless the "GHOST CAR" in "OPTIONS" is turned ON.

Characteristics of Each Mode

Training

The red line indicates the proper way to drive the course. Refer to the mark indicating the next corner, and try to follow the line as much as possible. The brake display and speed advice are important for sound cornering. The speed advice is only available when the IBS is turned OFF.

Please select MODE

Driving

Driving lets you drive alone freely. There is no navigation. See if you can apply what you've learned in training.

Race

Once you're confident in your driving, challenge the race. Demonstrate the techniques you have learned, and aim for 1st place.

Play Modes

The flow of each mode selected in F355 Challenge Passione Rossa and its rules are introduced here.

ARCADE

This mode is played just like the arcade version "F355 Challenge." As in the arcade version, the car settings can not be changed.

Once ARCADE is selected, the course selection screen is then displayed. Select the course, level and mode.

Rules

There is a time limit in each mode, but the remaining time is extended when the checkpoint is reached within a certain time, and the player can continue to race.

When you're in Training or Race mode, the goal is reached once a certain number of laps have been run. The game is over when the remaining time is out. There are no continues.

In Driving, you can play as long as there is time remaining. Even when the time runs out, 99 seconds are added to the remaining time when the **Start Button** is pressed while CONTINUE is displayed, and the player can continue to play.

Name Entry

If you make a record, your name can be entered. Use the **Directional Button LEFT or RIGHT** to select, and the **A Button** to confirm the selection.

You will be asked if you would like to save the driving data after the race is completed. To save, select YES. Only one set of driving data can be saved on each course.

CHAMPIONSHIP

A total of six races are held. In this mode, players compete for the highest total points acquired in each race. The car setting can be made here.

Flow of the Race

First, select a level. The six races are held within the selected level.

Menus are displayed before and after each race. Adjust the settings based on the results of your "TEST RUN", and challenge the race.

Select "DIGEST RUN" in the menu after a race to view the race in digest form.

START RACE: Begin the race.

TEST RUN: Test run the course. To return to the Race Menu, pause the game using START and select QUIT.

DIGEST RUN: See the replay.

EXIT: Return to the Title Screen.

CAR SETTINGS: Adjust car settings.

NEXT RACE: Proceed to the next race.

Race Schedule

Six races are held in the following order. The number of laps differs on each course.

Race 1	Motegi
Race 2	Suzuka Short
Race 3	Monza
Race 4	Sugo
Race 5	Suzuka
Final Race	Long Beach

Acquired Points

The following are the points earned in the order of race finish.

1st Place	15 pts.	6th Place	4 pts.
2nd Place	12 pts.	7th Place	1 pt.
3rd Place	10 pts.	8th Place	1 pt.
4th Place	8 pts.	Retire	0 pt.
5th Place	6 pts.		

SINGLE PLAY

Single Play is basically the same as "ARCADE" but does not have a time limit and the car settings can be changed. When "SINGLE PLAY" is selected, the Course Selection Screen is displayed.

To end the "Driving", press the **Start Button** to bring up the Pause Menu and choose "QUIT".

RETRY: Drive the course again.

DIGEST PLAY: View the replay.

SAVE DRIVING DATA: Save the driving data.

COURSE CHANGE: Return to the Course Selection Screen.

CAR SETTINGS: Adjust car settings.

EXIT: End "SINGLE PLAY" and return to the Title Screen.

Pause Menu

In the five gameplay modes, the Pause Menu is displayed when the **Start Button** is pressed during a race. Select the items with the **Directional Button UP or DOWN** and confirm with the **A Button**. Press the **Start Button** once again to cancel the pause.

BGM: Turn the background music ON/OFF.

RETRY: Start over again from the beginning of the race.

RETIRE: Retire from the race.

QUIT: End play.

* Items differ based on the mode.

VERSUS PLAY

The screen is split vertically in two, and two players can play against each other.

After selecting "VERSUS PLAY", select your course, level, and mode. The Menu Screen will be displayed. The menu screens before and after the race are the same as in "SINGLE PLAY". The only exception is that the "DRIVING DATA" cannot be saved.

Player 1 selects the course and mode, and both players select their own levels.

The top half of the screen is controlled by Player 1, and the bottom half by Player 2.

VS RACE: The winner is the one with the highest place in the given number of laps.

TIME LAG RACE: After passing the checkpoint, race until there is a difference over the regulated time.
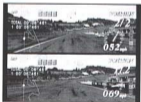
NETWORK RACE

F-355 Challenge Passione Rossa allows for the download of other people's times over the network which are then accurately represented in game in all aspects through the use of 'ghost cars.' Before playing the "NETWORK RACE," you must be registered with Dreamarena.

Starting A Race

1. Connect to the Internet. Select "YES" to begin connection to the server.
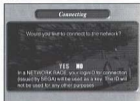
Entry Waiting Screen

By selecting "YES" on this screen, the connection to the Internet begins.

2. Once connected to the server, you are entered, and the Course Selection Screen is displayed. Select your course and level. The course of the race is determined by the selection of the majority of the players.

3. Opponents are automatically selected from the entered players. (Please note: If you fail to find other players within a few minutes we recommend you disconnect and try again later.) Once the timer runs out, the race automatically starts with the number of players selected.

Race

The race order goes from Preliminaries to Finals.

Start Connection Screen

YES NO
In a NETWORK RACE, you must first connection (issued by SEGA) will be used as a key. The Card will be used for any other purpose.

By selecting "YES" on this screen, the connection to the internet begins.

Entry Waiting Screen

Race Entry

Current number of entries : 1

Preliminary

In the preliminaries, players drive one lap alone. Start order is determined by the finish order of the preliminary lap. If time runs out during a player's preliminary lap, the lap will not be recorded. This player will start at the very end of the line.

However, if there are multiple timed-out players, the order is decided on the distance driven.

* If there are over 9 players those with the slowest qualifying times will be eliminated.

Finals

Players drive alone in the finals. Drive the required number of laps. If a player doesn't reach the goal within the time limit, he is retired, and the results screen is displayed. After driving the required number of laps (or after retiring from not finishing within the time limit), your driving data is automatically saved. Next, the driving data of the other players is also downloaded to your machine. Once completed, the Dreamcast will auto disconnect from the Internet, and the ghost car replay of the data received will begin.

Select "RETRY" on the End Screen to connect to the server once again to enter a new race.

Ghost Car Replay

View the race using everyone's driving data. While watching, press the A Button to switch (in race order) the player the camera is following. Press the B Button to switch viewpoints.

Caution When Using the Internet

User Registration

One cannot connect to the internet unless the user is already set up with an internet service provider. For those who aren't registered as users, use the Sega Dreamcast Browser to register.

Log-In ID

In the "NETWORK RACE," the Log-In ID recorded in the game memory (the ID issued when registering with the Sega Dreamcast Browser) is used to identify the individual. The Log-In ID won't be used for any other purpose.

CAR SETTINGS

Car settings are made here. The front and rear can be separately set up with the exception of "WING" and "LSD LOCK RATE."

When changing a setting, select the item to confirm using the Directional Button, and confirm with the A Button. Next, change the setup using the Directional Button UP or DOWN and press the A Button once again to confirm.
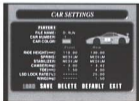
Menu

LOAD

Loads the setting data previously saved. Select the memory card to be loaded and the data file name using the Directional Button and confirm with the A Button.

SAVE

Saves the setting data with the name entered in "FILE NAME." Select the memory card to be saved with the Directional Button and confirm with the A Button.

DELETE

Deletes the saved setting data. Using the Directional Button, select the memory card which the data to be deleted is located on, and the file name, and confirm with the A Button.

INITIAL SETTINGS

The current setting is set back to the initial setting.

EXIT

Ends the car setting.

Setting Items

FILE NAME

Enters the name when saving the changed setting.

CAR NUMBER

Sets the number of the car.

CAR COLOR

Sets the color of the car.

RIDE HEIGHT (mm)

The load movement and rolling amount will differ based on the riding height. When the front is lifted and the rear is lowered, the car tends to understeer. When the front is lowered and the rear is lifted, it tends to oversteer.

SPRING

If the spring rate is lessened, the movement change becomes more gentle, but the response worsens. If raised, it tends to do the opposite. If the front is

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strengthened and the rear is weakened, it tends to understeer. If the front is weakened and the rear is strengthened, it oversteers.

* **Understeer:** Fills out on the outer side more than the steering wheel is turned.
* **Oversteer:** Cuts in on the inner side more than the steering wheel is turned.

STABILIZER

The adjusted value is the diameter of the stabilizer. When set hard, the stiffness increases. It is the same as when the spring is hardened and suppresses the change in posture.

When the stiffness is higher, the load movement of the left and right wheels increases and the grounding is lowered. The car will understeer when the front is strong and the rear is weak, and oversteer when the front is weak and the rear is strong.

CAMBER (deg)

This is the slanting of the tire when seen from the front of the car. If the front side is negative, it oversteers. If the rear side is negative, it understeers.

TOE (mm)

This is the slanting of the tire when seen from directly above the car. It changes the response of the front and rear stability when going straight and cornering adding.

LSD LOCK RATE (%) (rear only)

If there is a difference in the drive torque in the left and right driving wheels, this restricts the operation. The higher the lock rate, the stronger the tendency to understeer.

WING (deg) (rear only)

This is the angle of the spoiler. Moving it towards one side increases the down force on the rear of the car.

DRIVING DATA

View the graphics and replay of the driving data saved after the race.

The data saved on the arcade version 'F355 Challenge Passione Rossa' twin

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type can also be selected.

LOAD: Select the driving data. Prepare 2 memory cards, and select the same course in 1 and 2 of 'DATA AREA.' The main data can be seen in Area 1, and the reference data can be viewed in Area 2.

DATA ANALYSIS: The various graphs of driving line, speed (thick line), engine speed (thin line), and shift change (right angle line on the bottom) can be viewed.

The driving line of the main data is indicated by red. The driving line of the reference data is indicated by yellow.

REPLAY: The Ferrari 355 drives on the displayed driving line. A red Ferrari 355 runs in the main data, and a yellow Ferrari 355 runs in the reference data. There are 4 viewpoints.

RECORD: The record can be viewed by course, level and by each mode. Select the mode, course and level using the **Directional Button LEFT or RIGHT.**

Driving Data

The driving data (driving line, engine speed, speed, etc.) of the fastest lap is recorded. Each course is a separate type, and 17–39 blocks are used. Once saved, the following is made possible.

Viewing the Data

Detailed data can be confirmed, and the graphic display and replay can be viewed.

DRIVING DATA

| DATA ANALYSIS |
| DATA AREA 1 |
| REPLAY |
| RECORDS |
| EXIT |

Select / Accept

CONTROLLING THE REPLAY SCREEN

Directional Button Left or Right: Rewind/Forward.
X Button: Switch viewpoint.
Y Button: Switch display of main data/reference data.
A Button or Start Button: Pause
B Button: Quit
EXIT: Ends the "DRIVING DATA".

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Ghost Car

Automatically used as the ghost car data during free driving. In courses where data isn't saved, the standard data on the disc is used for the ghost car.

Caution When Saving

Only one instance of driving data for each course can be saved on 1 memory card. To save multiple instances of driving data of the same course, use multiple memory cards. By selecting "YES" in the confirmation screen, the driving data of the same course previously saved is overwritten.

HOME PAGE

View participants' internet rankings and the home page. Before viewing the home page, users must connect using an internet service provider. To participate in the internet ranking, insert the memory card with the game file into the controller extension slot.

OPTIONS

The various setting of the game and key assignment are done here. Select with the **Directional Button UP or DOWN** and press the **A Button** to confirm the item to change. Next, change the setting with **Directional Button Left or Right**, and confirm again with the **A Button**. Return to the previous screen by selecting "EXIT."

GAME SETTINGS

STEERING: Adjust the steering sensitivity.

ASSIST METER SETTINGS: Confirm the initial setup of the assist function.

TIME DIFFICULTY: Adjust the difficulty by changing the time limit in "ARCADE."

MAGIC WEATHER: Set the climate.

HANDICAP: There is a handicap for players who select beginner and intermediate in "HEAT," and beginner in "AID." There is no handicap for "SIMULATION" for beginners or intermediate players.

GHOST CAR: Choose whether to show the ghost car.

LAP SETTING: Set the number of laps in the course. The laps increase in the

order of "SPRINT, GRANDPRIX and ENDURANCE".

DRIVER NAME: Enter the name. This is the name displayed in the "NETWORK RACE."

DEVICE SETTINGS

Change the controls (key assignment). Select a pre-set control style or make a custom one.

ANALOG CALIBRATION

Slowly press the **Analog Thumb Pad UP** plus the **L/R Triggers**, then press the **A Button** where the analog input starts to work and press the **B Button** at the maximum value.

SOUND & SCREEN

AUDIO: Switch between stereo and mono.

BGM VOLUME: Adjusts the background music volume.

BGM TEST: Auditions the background music.

DEFAULT: Returns the background music volume to its initial setting.

WIDE: Sets the screen for wide televisions.

ADJUST: Changes the screen display position.

SAVE GAME

Saves the game file. Select the memory card to save with the **Directional Button** and confirm with the **A Button**.

LOAD GAME

Loads the game file. Select the memory card to load with the **Directional Button** and confirm with the **A Button**.

Courses

The courses that appear in this game are scrupulously made after actual courses. The courses are introduced here.

Motegi

Cool Turn
Panasonic Turn
250R
Kenwood Turn
Casion Turn

Overall Length: 2414 miles
Maximum Bank Angle: 10 degrees

This extremely simple layout brings about a super high-speed contest. The course is more profound than it looks. Pay attention especially to the 3rd corner. If you don't slow down, you may hit the wall.
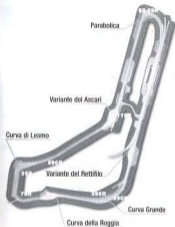
Suzuka Short

Final Corner
Opposite Bank
S Corner
#1-2 Corner

Overall Length: 2243 miles

Don't take it lightly just because it's a short version of Suzuka. Pay attention especially when entering the final corner from the opposite bank. The difficulty level is pretty high. Your time will differ greatly depending on how you attack this final corner. Needless to say, it's perfect for practicing for Suzuka.

Monza

Parabolica
Variante del Ascari
Curva di Lesmo
Variante del Rettifilo
Curva Grande
Curva della Roggia

Overall Length: 5770 miles

A great speed track. There are many areas where the throttle can be opened up all the way, unlike the other courses. Besides the 5 curve and the two chicanes, it's mostly straight with gentle curves.
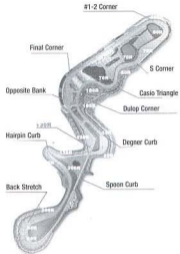
Sugo

110R
Sprout corner
10% UP
Spin corner
First corner
Horse Back corner
Second corner
Back stretch
HP corner
Rainbow corner
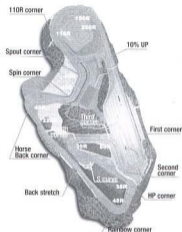
Overall Length: 3704 miles

It is 70 miles above sea level, but it is comparatively easy if you keep the inclines in mind while driving. The most important aspect is the final corner. As long as you try to plunge into it, you can certainly ride on straight speed.
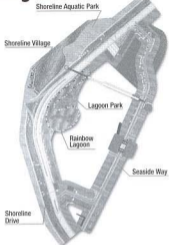
Suzuka

#1-2 Corner
Final Corner
S Corner
Opposite Bank
Casio Triangle
Dunlop Corner
Hairpin Curb
Degner Curb
Back Stretch
Spoon Curb

Overall Length: 5864 miles
One lap is very long here and there are few areas where mistakes are forgiven. The standard layout is in the shape of the number 8. It is a very technical course including various types of corners.

Long Beach

Shoreline Aquatic Park
Shoreline Village
Lagoon Park
Rainbow Lagoon
Seaside Way
Shoreline Drive

Overall Length: 2558 miles
High-speed straight-aways, right-angled corners and tight hairpins are skillfully combined in Long Beach. It is important to grasp the braking point of the right-angled corner after the long back stretch.

Notes

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NEED HELP???

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Address ....

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Tel. .... E-mail ....

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2. What game systems do you own? PSX ○ PS2 ○ PC ○ N64 ○
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