## LINDBERGH

## THE POWER BEHIND THE GAMES



Virtua Fighter 5 © SEGA, 2005



The House of the Dead 4 © SEGA, 2005





After Burner (Tentative Title)
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Produced under license from Northrop
Grumman Systems Corporation.



ΨΦ Psy Phi © SEGA Corporation



Virtua Tennis 3 © SEGA Corporation

Sega's new Lindbergh hardware system is the most powerful platform ever developed for the coin-op industry. The attention to detail will amaze and engage players as they traverse virtual worlds where the lines between fantasy and reality are blurred like never before. Reflective surfaces, smoke, mist, and shadow effects, multiple character movements, and 64 channel-polyphonic 3D audio are delivered at a level approaching motion picture quality.

Lindbergh Technical Specifications	
CPU	Intel® Pentium® Processor 3.0Ghz with 1 Megabyte L2 Cache, Hyper Threading Compatible, 800MHz FSB
Memory	184pin DDR SD-RAM PC3200 512 Megabytes x 2 (dual)
GPU	NVIDIA® GPU, 256 bit GDDR3 Memory 256 Megabytes. Compatible with Vertex Shader 3.0 and Pixel Shader 3.0. Can output same or different video stream to two screens
Sound	3D Audio Synthesizer Chip, Max 64 Voices, Compatible with 5.1 channel output
I/O	Video: Analogue D-Sub 15 pin, Two DVI-I Terminals Sound: 5.1 Channel (front 2 channels use RCA Connectors), SP-DIF (optical) LAN: On board: 10/100/1000 BASE-TX. JVS I/O Connector Serial: 2 Channel (can switch one channel between 232C and 422) USB 2.0 x 4
Other	Original security system, compatible with All.Net, games distributed on DVD.

## LIMDBERGHT - THIS IS THE NEXT LEVEL