INSTRUCTION BOOKLET

WIPEOUT 64



EVERYONE

E

CONTENT RATED BY ESRB

MIDWAY

NINTENDO 64

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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

- Turn the power OFF on your N64.
- Insert the Game Pak into the slot on the N64. Press firmly to lock the Game Pak in place.
- Turn the power switch ON. After the appearance of the title and legal screens, you may continue at any time by pressing START.



Controller Pak Menu

Press and hold the Start Button upon powering up or reset to access the Controller Pak Menu. This will allow you to view and delete saved information from a Nintendo 64 Controller pak.

Using the Rumble Pak

Anytime you start a game, you will be prompted to insert your Rumble Pak at that time. If you are not using a Rumble Pak, press the A Button to move on.

Remember

It is important to only switch your Rumble Pak and Controller Pak when prompted to do so.

CONTROL STICK FUNCTION

The Nintendo 64 **Control Stick** uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional **Control Pad**.

When turning the Control Deck power ON, do not move the **Control Stick** from its neutral position on the controller.



If the **Control Stick** is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the **Control Stick** to operate incorrectly.

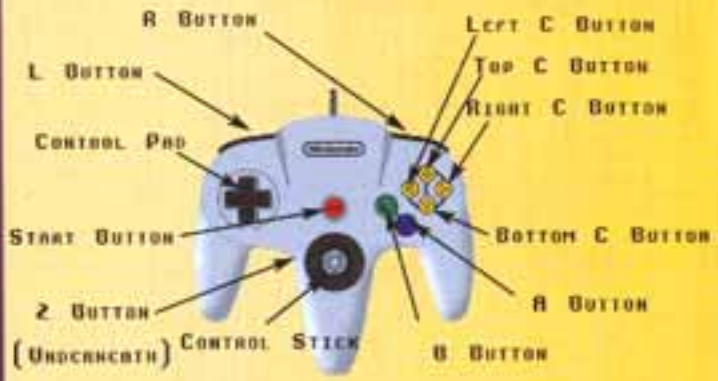


To reset the neutral position once the game has started, let go of the **Control Stick** so it can return to its center position (as shown in the picture on the left) then press **START** while holding down the **L** and **R Buttons**.

The **Control Stick** is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact **Nintendo Consumer Assistance** at **1-800-255-3700** or your nearest Nintendo Authorized Repair Center.

THE CONTROLLER

Before you begin your game familiarize yourself with the Nintendo 64 controller.



Menu Selections

- Control Pad or Control Stick Up, Down, Left or Right to highlight or toggle options.
- Press the A Button to select options.
- Press the B Button to go back to a previous menu.

Press START to pause the game. The Continue/Quit menu will appear. Select Quit, or select Continue to return to your game.

CONTROLLING YOUR CRAFT



Important

The Control Pad CANNOT be used to control your craft during the game. You may only use the Control Stick.

ADRENALINE NOW

"We live this life with our feet on the ground. Heads in the sky, it's true, but for years, decades and centuries, our bodies and imaginations remained anchored to this planet Earth. So when we stood beneath the burning sun of Nevada all those years ago and demonstrated our anti-gravity system to an astonished world, I realized that life on the planet would never be the same again.

The vile pollution of airplanes and rockets, devices that simply bludgeoned the laws of physics, would never again taint the mists from which we draw breath. Our new technology was so pure. Our calculations were like a ballet of numbers. The floating craft we had perfected split the air like a razor through flesh. To conquer the infernal pull of gravity was to conquer everything that stopped us being free.

"I truly believe that in anti-gravity racing, we have created a hymn to the soaring human spirit."

Pierre Belmondo, anti-gravity pioneer, writing in his autobiography 'Leaving The Earth Behind' (Goldsmith & Goldsmith Publishing)

"We race. We die. There is no beauty anymore."

Stefan Geist of the Qtex F5000 anti-gravity race team responding to Pierre Belmondo on a live Datacast discussion show, March 2098

HUD DISPLAY



1. Thrust
2. Shield Energy
3. Lap Display (Current Lap Time Appears Yellow)
4. Checkpoint Time (Time Remaining to Reach Next Check Point)
5. Lap Record
6. Current Position / Number of Craft left in the race
7. ELIMINATIONS (Number of Craft you have eliminated)
8. Current Weapon

When racing in Time Trial or Challenge modes, extra on-screen information is displayed. See Time Trial or Challenge, pg. 9 - 10.

MAIN MENU

SINGLE RACE



Raw racing action with weapons against 14 other craft. The option to race without weapons is available – see the Options Menu.

TIME TRIAL

There's no one else out there on the track – it's just you against the clock. A ghost craft repeats the best lap raced on the chosen track at the chosen class.

On the first lap, you'll be given an automatic Turbo start and a Turbo power up as you cross the Start line. On each subsequent lap, you'll get a Turbo power up as you cross the Start line, but remember that you can only keep one Turbo at once, so use it or lose it.

When you're in time trial mode, the **Checkpoint Time** in the top left corner of the HUD screen shows the difference between your current lap and the ghost lap. If you're slower than the ghost lap, the time difference appears in white. If you're ahead of the ghost lap, the difference appears in yellow with a minus (-) indicator.

The **Session Best** time is also displayed, which shows the best time recorded during a session. A session begins when a specific track and class is accessed after the **Control Deck** has been turned on, or when a track and class is returned to after playing another track and class.

If it takes a few laps before you start shaving off the seconds, don't worry. When you're racing the Time Trial, you can keep going until you quit.

MAIN MENU

CHALLENGE
A series of race challenges designed to test your anti-gravity racing prowess to the full. When racing in this mode, the Target display will appear on-screen – this indicates the next appropriate target for you to reach.

MULTI-PLAYER
Intense multi-player racing. Up to 4 pilots can race.

OPTIONS
See Options, pg. 18.

CLASS SELECT

VECTOR
The slowest racing class, ideal for getting used to the circuits. Single races at Vector speed are 2 laps long.

VENOM
A medium paced racing class for the rookie pilot. Single races at Venom speed are 3 laps long.

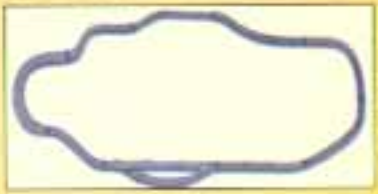
RAPIER
A super-fast racing class for experienced F5000 pilots. Single races at Rapier speed are 4 laps long.

PHANTOM
This racing class delivers truly devastating speed. If you can master Phantom class, your place in F5000 racing history is assured. Single races at Phantom speed are 5 laps long.

MULTI-PLAYER NOTE
In multi-player mode, only Player 1 can select the racing class.

TRACK SELECT

Compiled from the archives of the F5000 Race Commission.

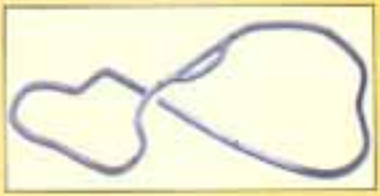


KLIES BRIDGE

"It was a minor politician from Greenland who first suggested we build a track at the Klies Bridge radar base. We had to work in secrecy due to the site's sensitive nature, but it's popular with the pilots because it's short and fast.

It's not great from a spectator's point of view though. Anyone approaching the compound is subject to rigorous skin sample degrafting. But it's a working radar base and that's what you have to expect. Plus, the magnetic disruption caused by the craft has resulted in wildlife mutation. I believe the penguins can no longer swim."

Grant Watson, Staff Architect of the F5000 Race Commission



OORON IV

"The Race Commission approached us five years ago proposing an anti-gravity circuit down by our Ooron IV underwater research base. I couldn't believe what they were suggesting – I mean, just think about it. It's crazy. But they'd seen the small tunnel system we'd perfected, and they said they'd pay for a big one.

They wanted to build it well away from the base but that was no go. If they wanted our technology, we wanted the publicity. So we insisted they build it right by the base, and give it the same name too. Suckers."

Zeke Meet, Chief Executive Officer of Ooron Corp

TRACK SELECT



DYRONESS

"Welcome to Dyroness, another word for efficiently produced hydro-electric power. Electricity has never been so important, whether for powering a child's toy robot, an elderly citizen's electric carving knife, or light and heat for an entire nation. It's something we all rely on, and nowhere is it produced in finer surroundings than at Dyroness.

Our hydro-electric complex also houses the Dyroness F5000 anti-gravity circuit, a rolling, sweeping masterpiece of engineering which brings us to the attention of millions of Datacast viewers each year. Other hydro-electric complexes might make more electricity than us, but none of them do it with the style of Dyroness!"

Introduction to the Power Up Dyroness! visitor information brochure



SOKANA

"The Race Commission demanded an anti-gravity circuit through active volcanic territory and I had to get them a location. Remember, they're in competition with spectacular sports like Fire Ballet for Datacast bandwidth and they need serious background action. Sokana was ideal plenty of space for those famous speed curves.

Seismic activity in the region is a problem, though we've never suffered fatalities amongst race crew or paying spectators. We lost a hospitality suite full of international dignitaries when a lava flow burst its channel, but I think they were mostly about to fall victim to revolution in any case."

Didier Maupassant, consultant volcanologist

TRACK SELECT

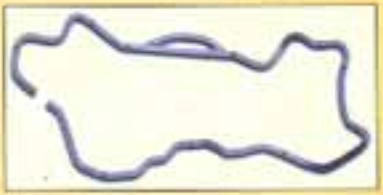


MACHAON II

"I used to design transmission pipes for Fat Fuel™. I believe Mr. Belmondo of the F5000 Race Commission had a Fat Fuel™ heat system installed and he thought the pipes looked really neat. He called me up that morning and asked me to design him a race track – I thought he was a psycho or something. But I did it anyway.

Designed a real fast circuit and they went and built it over in South America. And with the money they paid me, I walked straight out of that dump of a Fat Fuel™ office and never went back."

Floyd Owen, concept designer of the Machaon II circuit



TERAFUMOS

"Tera Incorporated, the premier heavy industrial construction specialists in the Global Health Organization's 'High Pollutant' category, is delighted to be associated with F5000 Anti-Gravity Racing, the world's number one speed intensive sport.

The company can confirm that after a lively and productive negotiating period, our largest current construction site will also house the Terafumos anti-gravity circuit, sure to become one of the most intense circuits in the race calendar. Tera Incorporated denies that the presence of its Chief Executive on the F5000 Sponsorship Committee has in any way influenced negotiations."

Official statement from the Public Relations division of Tera Incorporated

TRACK SELECT

PHOTO NOT AVAILABLE

VELOCITAR (EXPERIENCED PILOTS ONLY)

"It was always my dream to build an anti-gravity circuit on the moon. We worked like dogs, our most prized architects and mathematicians feeding me the formulae that were my life blood.

But still, despite it all, we could not find a way. So I turned my attentions to the Lunar Simulation Environment in Texas, and after much labor, we devised a means of counteracting their complex gravity negation loop.

We simply unplugged it. And now I live my dream through this fantasy. Velocitar, our fastest experimental circuit is housed there, reserved for only the finest pilots in the world."

Pierre Belmonde, founder of the F5000 Race Commission and anti-gravity pioneer

MULTI-PLAYER NOTE

In multi-player mode, only Player 1 can select the track.

TEAM SELECT

Five different teams compete in the F5000 races. Each team operates 3 identical craft – technical specifications vary from team to team.

FEISAR

This European consortium opt for ease of control above speed, although their craft accelerate well. Superb for beginner pilots.

AG SYSTEMS

A Japanese team with highly controllable craft. However, in order to gain some extra speed, some shield energy has been sacrificed. Ideal for the slightly more experienced pilot.

AURICOM

The American Auricom Research team use a powerful engine giving excellent speed capabilities. Their craft are quite difficult to handle and are therefore more suitable for the intermediate pilot.

QIREX

This Russian team operate extremely fast, power-hungry ships. The difficulty in controlling them makes the Qirex craft suitable only for very experienced pilots.

PIRANHA II

The secretive Piranha Corporation have completely updated their racing craft. The ultra light body makes the craft incredibly fast whilst maintaining high maneuvrability. The redesign has also permitted the Piranha II craft to have a weapon capability, making them the fastest and deadliest craft on the F5000 circuit.

Note: Of the little that is known about the Piranha II team, it is universally acknowledged that they are elitists. Only those who have proved themselves to be supreme F5000 pilots are permitted to fly their craft.

TEAM SELECT

MULTI-PLAYER NOTES

If a multi-player game has been selected, additional options will be available. All players press the Start Button on their Controller to join in. The screen will split into the appropriate number of windows. All players then choose their team in their own window.

In 2-player mode, player 1 is able to reconfigure the screen layout by pressing the Top C Button. This will toggle between vertical and horizontal split screen layouts. In any multi-player mode, players can enter their own initials at the start of the race. To do so, press the L Button. To select a Controller configuration, each player can press the R Button.

During the race, the player craft have different colored engine flares for ease of identification. Player 1 is yellow, player 2 is orange, player 3 is green and player 4 is blue. The number of races in a multi-player league can be set using the 'LEAGUE RACES' option on the 'GAME CONFIG' screen. Points are awarded as follows: 5 for a win, 3 for second place, 1 for third place and 3 points for eliminating another craft.

CHALLENGE SELECT

There are 3 challenge competitions to choose from, each one consisting of 6 individual races. You start on the first race of your chosen challenge, but you can only move up to the next race if you finish with at least a bronze award. Awards are given depending on your race performance. The bronze award is hard to win, the silver award is really hard to win and of course, the gold award can only be achieved by supreme pilots.

TEAM SELECT

When you select a challenge, you go to the relevant Challenge Screen which will give you your race objectives, race information and your current award status.

RACE CHALLENGE

Race against a full field of enemy craft. Some challenges include weapons for the full F5000 experience, although every other race challenge has weapons switched off for a test of pure racing skill.

TIME TRIAL CHALLENGE

This is pure racing against the clock – there are no weapons or enemy craft. All the races are single laps. The Time Trial Challenge Screen will tell you the lap time you must achieve to gain an award.

WEAPON CHALLENGE

Dish out some damage and destroy as many enemy craft as possible. The Weapon Challenge screen will tell you how many enemy craft you must eliminate to gain an award.

OPTIONS

LOAD AND SAVE DATA

View the Load And Save Data Screen. Before you can load or save data, you must have a Controller Pak correctly inserted into the Controller in Controller Socket # 1.

Loading...

If you have previously saved game data to your Controller Pak, use the **Control Pad** or the **Control Stick** to highlight **LOAD** from the Load and Save Data Screen. Press the **A Button** to confirm. The message 'LOAD DATA' will appear – you can then select **YES** or **NO**. If you select **YES**, the data will be loaded.

OPTIONS

Saving...

Use the Control Pad or the Control Stick to highlight SAVE from the Load and Save Data Screen. Press the A Button to confirm. The message 'SAVE DATA' will appear – you can then select select YES or NO. If you select YES, the data will be saved.

The following data will be saved: record times, all configuration settings and medals achieved during race or time trial challenges.

GAME CONFIG

View the Game Configuration Screen (see next page).

AUDIO CONFIG

View Audio Configuration Screen (see pg. 20).

CONTROLLER CONFIG



Go to the Controller Configuration Screen. Press the Control Pad Left or Right to cycle through the available Controller configurations. Remember that this Instruction Booklet refers to default Controller settings.

RACE RECORDS

View best lap and race times achieved in single race mode and during race challenges.

TIME TRIAL RECORDS

View best lap times achieved in time trial mode and during time trial challenges.

CREDITS

View those responsible for bringing you Wipeout 64.

GAME CONFIGURATION



Press the Control Pad Left or Right highlight the options, then Left or Right to change options. When all options are set correctly press the A Button to confirm, or press the B Button to return to the previous menu without changing any options.

WEAPONS

You can choose to race with weapons ON or OFF in Single Race mode or any multi-player races.

DEFAULT VIEW

Choose EXTERNAL to race with a view of your own craft as the default viewpoint. INTERNAL sets the pilot's eye viewpoint as the default.

COMPUTER SHIPS *

Choose to race against just your friends or against the computer ships too. Switching computer ships ON in 2-player mode will give 13 computer controlled craft (a total grid of 15). In 3-player mode, this will give 1 computer controlled craft (a total grid of 4). If you're playing in 4-player mode, there are no computer controlled craft available.

CATCH-UP *

Gives a slight speed advantage to player craft which are behind in the current race.

CHECKPOINTS *

If you don't want to worry about running out of time, switch checkpoints OFF.

LEAGUE RACES*

Set a multi-player league to 1, 3, 5 or 7 races.

*These options are for multi-player racing only.

GAME CONFIGURATION



AUDIO CONFIG SCREEN

Press the Control Pad Left or Right highlight the options, then Left or Right to change options. When all options are set correctly press the A Button to confirm, or press the B Button to return to the previous menu without changing any options.

MUSIC TRACK

You can select individual music tracks to be played during every race. If you select RANDOM, the music track will be selected randomly at the start of each race.

MUSIC VOLUME

Move the slider left or right to decrease or increase the music volume.

SFX VOLUME

Move the slider left or right to decrease or increase the sound effects volume.

BEST OF THE BEST



RACE RECORDS

Press the Control Pad Left or Right to cycle options. Press the B Button to return to the previous menu. This displays the Best Lap and Race Times achieved at all classes in single race mode and during race challenges. The ship in which the best time was achieved is displayed along with the player's initials.



BEST TIME TRIAL TIMES

Press the Control Pad or Control Stick Left or Right to change between tracks. Press the B Button to return to the previous menu.

This displays the best lap times achieved at all classes in time trial mode and during time trial challenges. The ship in which the best time was achieved is also displayed, together with the initials of the player who achieved it.

PLAYING THE GAME

Whichever type of race you've chosen, the basic craft control system remains the same. The Control Summary can be found at the beginning of the manual.

SHIELD ENERGY

Each time you collide with the side of the track or are hit by an enemy weapon, your shield energy will be depleted. When shield energy levels reach zero, your ship will explode. The on-screen Shield Energy bar shows your shield energy level at a glance.

SPEED-UPS

These are blue arrows on the track. Fly over them for a brief speed boost.

CHECKPOINTS

As soon as you begin a race, a countdown showing your allotted time will be activated. If the counter reaches zero before you pass the next checkpoint, the game will be over.

WEAPON GRIDS

These are colored crosses on the track. Fly over them to pick up a weapon. The WEAPONS AND POWER-UPS section gives more information. Remember that weapon grids are deactivated in a Time Trial, although one Turbo power-up will be allocated each time your craft crosses the Start line.

PIT LANES

Recharge shield energy by flying into a pit lane. These are clearly marked striped areas located alongside the starting grid.

WEAPONS AND POWER-UPS

All weapons are pre-loaded onto your craft before a race. When you fly over a weapon grid, one of them will be activated and the relevant weapon icon appears on-screen. Press the **B Button** to fire the weapon or the **Bottom C Button** to discard it. A spoken message will warn you of weapons about to be used against your ship.



MINES

When fired, mines drop from the back of craft. They cause damage to ships which fly into them but can be destroyed using the Thunder Bomb.



E-PAK

When activated, an E-Pak will boost your shield energy.



AUTOPILOT

When activated, your ship switches to Autopilot and will fly under automatic control for a short period. When this period of time is up an on-screen message "DISENGAGING" is displayed. However it will only disengage when the ship is on an even keel. You may disengage the Autopilot at any time by pressing the **Bottom C Button**. This will return you instantly to manual control.



TURBO BOOST

When fired, a Turbo Boost speeds up the craft very quickly for a short period.



ROCKETS

Rockets fire in bursts of 3 from the front of the craft and drain shield energy on impact. They have terrain hugging capability but fire only in a straight line. Aim carefully.

WEAPONS AND POWER-UPS



MISSILES

Similar to rockets, but only one fires at a time. Missiles have heat seeking capability and drain shield energy on impact. The missile target can lock on to enemies both in front and behind your craft. If you have a rear lock, the text 'Rear Lock' will flash below the weapon icon. To fire the missile forwards, press the **B Button**. To fire the missile backwards, press the **B Button** and the Control Stick Down.



ELECTRO BOLT

Fires from the front of the craft. Causes a ship to stall and become difficult to control for a brief period on impact. Also causes shield energy drain. Wait until the target locks onto an enemy ship before firing.



THUNDER BOMB

When fired, a Thunder Bomb inflicts a large shield energy drop on all visible craft.



SHIELD

When activated, a Shield protects your ship from further shield energy loss. Each shield is subject to a time limit. When a shield is activated, you can't fire another weapon but you can pick one up.



QUAKE DISRUPTOR

Just try it. Needless to say, causes massive shield energy loss on impact and will make you laugh like an idiot for days.

CYCLONE

Armacell Computers' latest experimental technology, known as 'Cyclone', provides all craft with an additional weapon charge capability. Craft equipped with Cyclone technology will experience a massive increase in offensive weapon power. Due to the experimental nature of this technology, only proven pilots will be permitted to apply for the installation of Cyclone hardware.

SUPER WEAPONS

Recent rule changes made by the F5000 Internal Race Committee allow each team to develop a Super Weapon which is only available to their own pilots.



AG SYSTEMS – SHIELD RAIDER

The Shield Raider targeting system will lock onto enemy craft. It removes all shield energy from the craft – a single impact will then destroy it completely. A missile of pure shield energy will then impact with your craft, giving you an instant shield energy recharge.



AURICOM – ENERGY SPHERE

Energy Spheres fire in a straight line, damaging every enemy craft they pass through. They need to be charged up before they reach full power – this is done by holding down the **B Button** until the Energy Sphere on the front of your craft begins to glow. Fire the weapon by releasing the **B Button**. The weapon can be fired before full power is reached, but it will inflict less damage.



QIREX – POWER SNARE

This weapon fires from the front of the craft and shoots a long way down the track. It then creates an energy wall which inflicts major damage to any craft flying through it. As the Power Snare is tuned to the same electromagnetic frequency as the ship which fired it, this craft will remain unharmed when flying through it.



PIRANHA II – STEALTH

The Piranha II team have pushed anti-gravity racing technology to the limits with their incredible Stealth weapon. Once a Piranha craft activates the Stealth, nothing will be able to touch it. It can fly through other craft and is fully protected from all other weapons which won't even be able to engage a lock on the ship. The activated Stealth is subject to a time limit.



FEISAR – MINI GUN

A rapid fire gun which can fire continuously until its ammo supply is exhausted.

PAUSE MENU



Press the **Start Button** to pause the game. Press the **Control Pad** or the **Control Stick** to highlight your choice from the Pause Game Menu and press the **A Button** to confirm.

CONTINUE
Return to the game in progress.

RESTART
You'll restart the race at the beginning of the track.

RETURN TO MENU
Exits the race and returns you to the Main Menu.

PERSONAL RECORDS

CLASS	PLAYER	TIME

PERSONAL RECORDS

CLASS	PLAYER	TIME

CREDITS

WIPEOUT 64 DEVELOPMENT TEAM

Programming
Steve Pointon, Andrew Hosfield & Ben Schofield

Art
Kliss Bridge by John Harris
Doron IV by Jeff Bramfitt
Sokana by Dan McGeach
Dyroness by Ashley Sanders
Terafumos by Mark Stokle
Mechaon by Jane Shroud
Velocitar by Darren Douglas

Additional Graphics
Digby Rogers

Designers
Rob Francis & Nevin Easton

Produced By
Andy Satterthwaite & Tamara Anghie

Music
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"Bang On" performed by Propellerheads
Produced by Propellerheads
Written By Alex Gifford
Published by Chrysalis Music Limited

Sound Effects
Tim Wright, PC Music & Mike Clarke

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