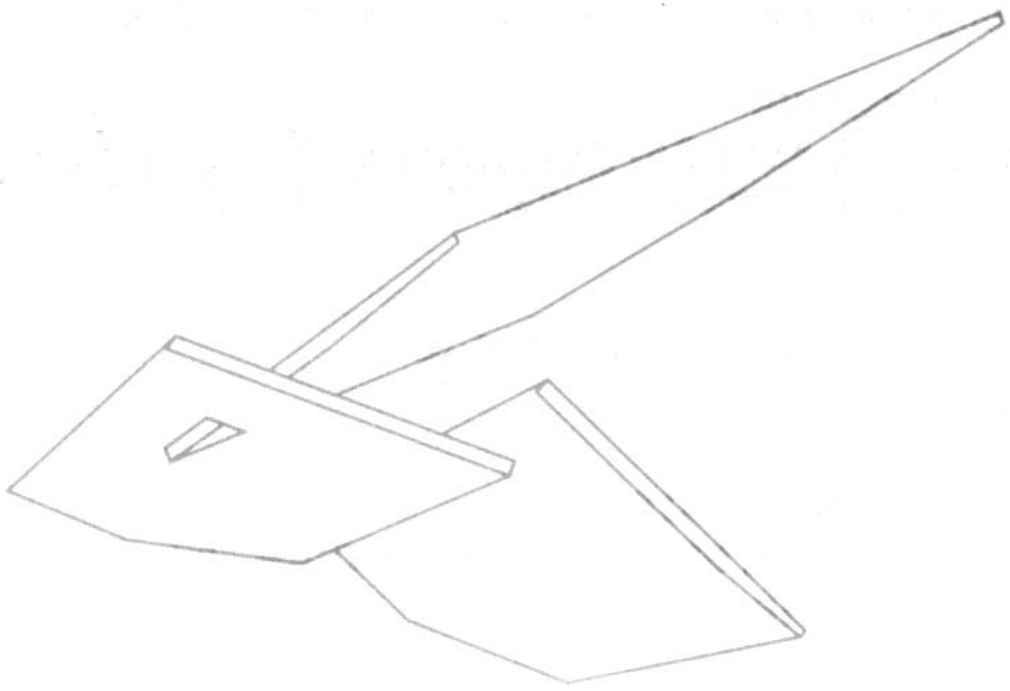

PlayStation
NTSC U/C
PlayStation
wipEout
ballistic antigravity racing
KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB
SCUS-94301
PSYGNOSIS



welcome

WIPEOUT VER. 03. | MANUAL

INSTRUCTION MANUAL THREE ● SEQ

READ AND LEARN. REPEATED PLAY ENSURES SUCCESS

FONT FAMILY ● THE X CHARACTER IS NAME DIRECTION ●

w3/instruction-manual: start

READ
LEARN/ENJOY

introduction

"You may think it is beyond you. To rip through the heavens, to master the air, to defy the laws of physics, to mock gravity.

Be told. Nothing is beyond your reach.

The air is our friend, the wind our wings, the ground our springboard.

And Assegai are the new breed. We will prove beyond doubt, that our competitors are the dinosaurs of anti-grav racing. We have left them on the starting grid. We must now consign them to history."

AMARA BESHIR
PRESIDENT, ASSEGAI DEVELOPMENTS - speaking at the pre-roster Assegai Developments dinner, 20th February 2116

"The technology is within all of us.
It always has been."

GIANPIETRO TASSOTTI
ICARAS SENIOR SYSTEMS TECHNICIAN - Interviewed on "AG Today", 15th March 2116

CHOICE

WIPEOUT VER. 03.

MANUAL INSTRUCT

LANGUAGE I D/SELECT

THREE

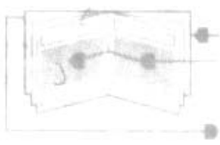
SEQ:

LANGUAGE CONVERSION[S]
[GB] ENGLISH /

FORMAT:
PAL [PHASE ALTERNATE LINE]

PSYGNOSIS LOGO

ORIENTATION UP



COVER INFO

PAGE DIRECT

INSTRUCTIONS FOR USE:
W3 BOOKLET

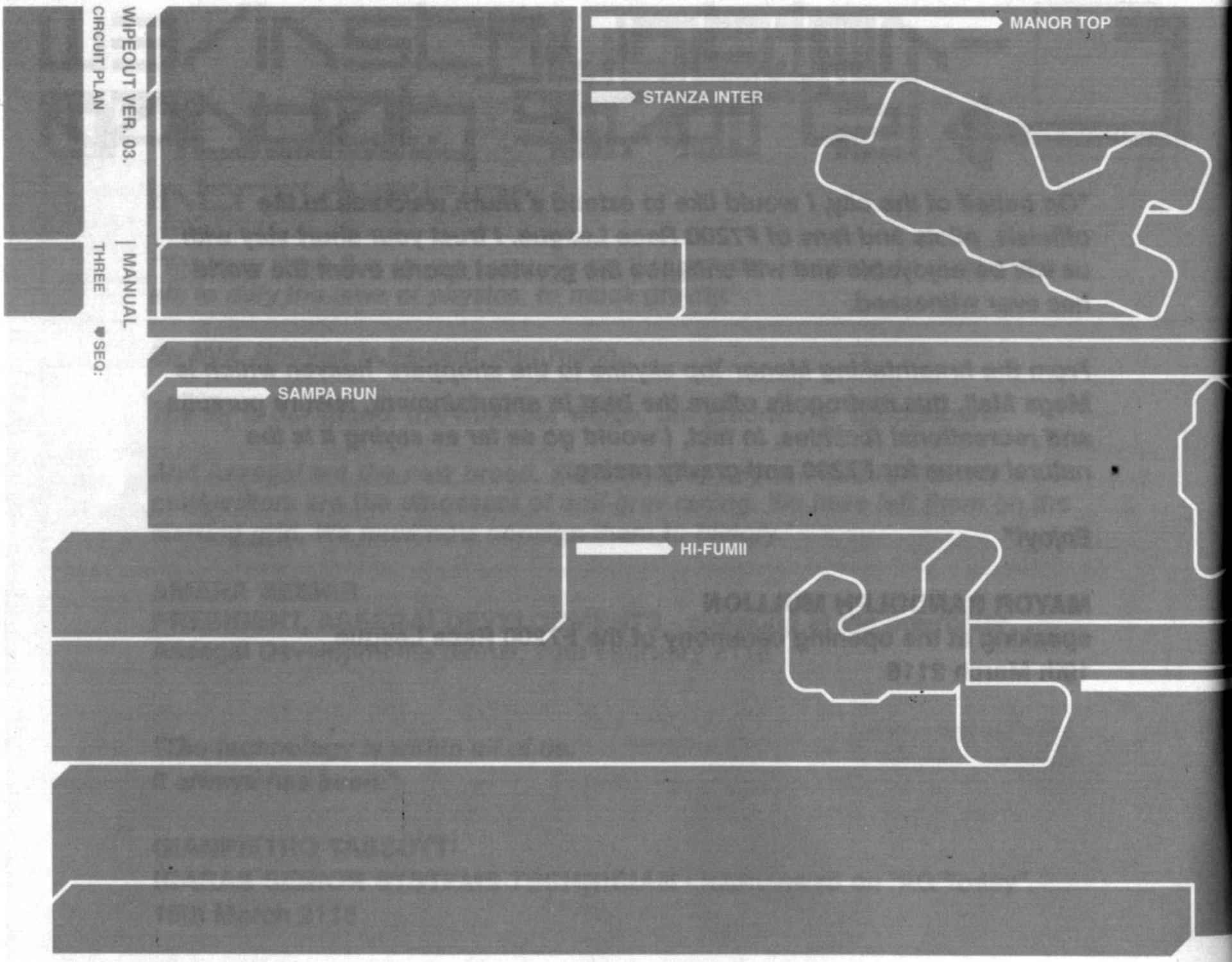
wipeout is the future

"On behalf of the city, I would like to extend a warm welcome to the officials, pilots and fans of F7200 Race League. I trust your short stay with us will be enjoyable and will enhance the greatest sports event the world has ever witnessed.

From the breathtaking Manor Top skyline to the shoppers' heaven which is Mega Mall, this metropolis offers the best in entertainment, leisure pursuits and recreational facilities. In fact, I would go as far as saying it is the natural venue for F7200 anti-gravity racing.

Enjoy!"

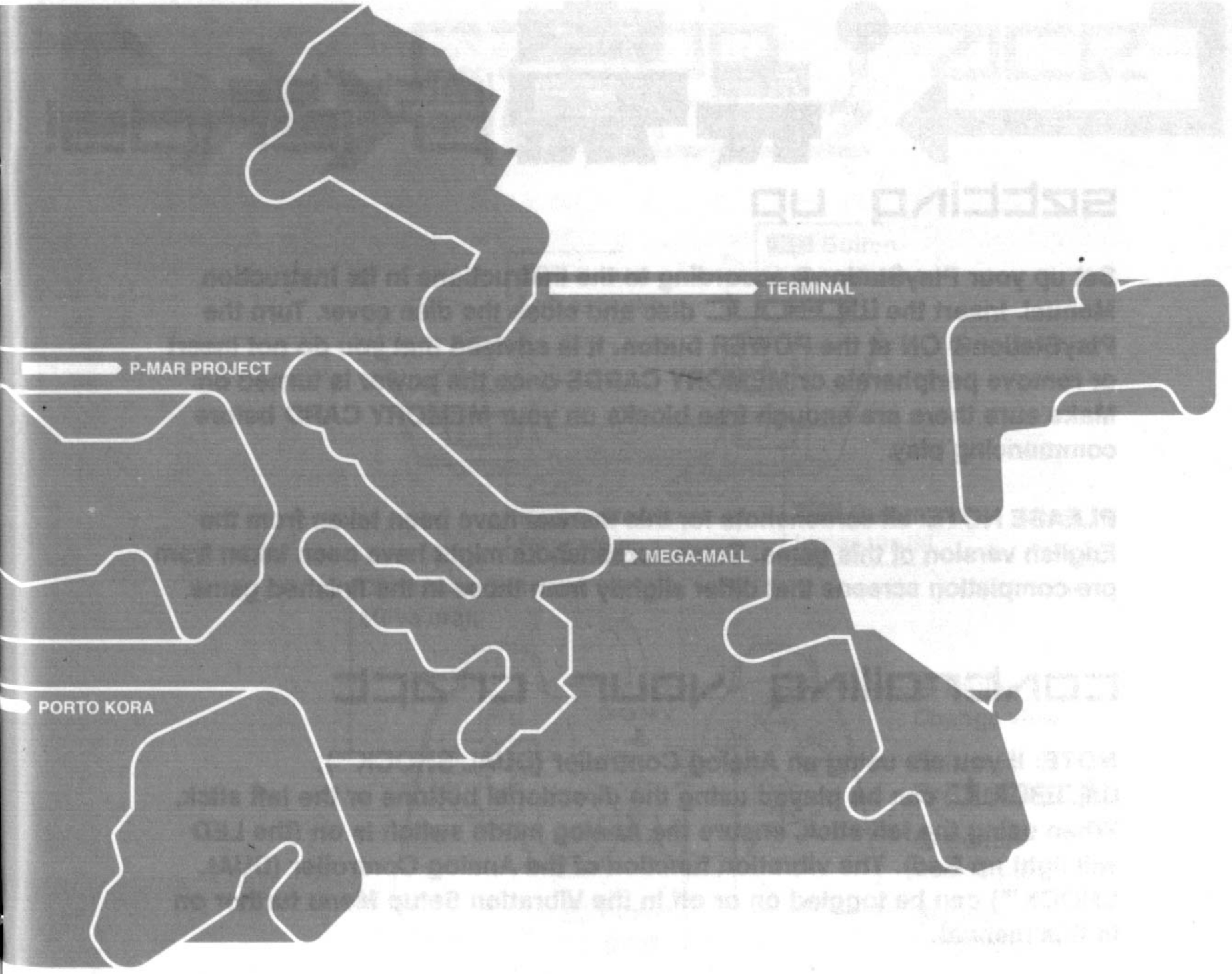
MAYOR RANDOLPH MULLION
speaking at the opening ceremony of the F7200 Race League, 19th March 2116

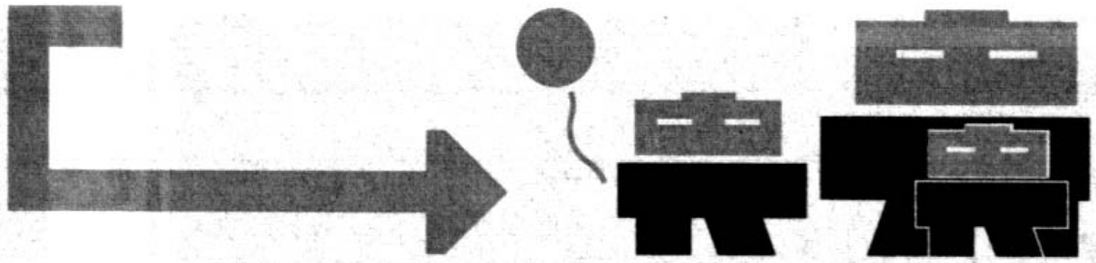


WIPEOUT VER. 03. | MANUAL

CIRCUIT PLAN THREE SEQ:

WIP3OUT CITY PLAN AXONO-GRAPHIC: MADE IN THE DESIGNERS REPUBLIC


TERMINAL
P-MAR PROJECT
MEGA-MALL
PORTO KORA



let's be friends!

setting up

Set up your PlayStation® according to the instructions in its Instruction Manual. Insert the wipeout disc and close the disc cover. Turn the PlayStation® ON at the POWER button. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play.

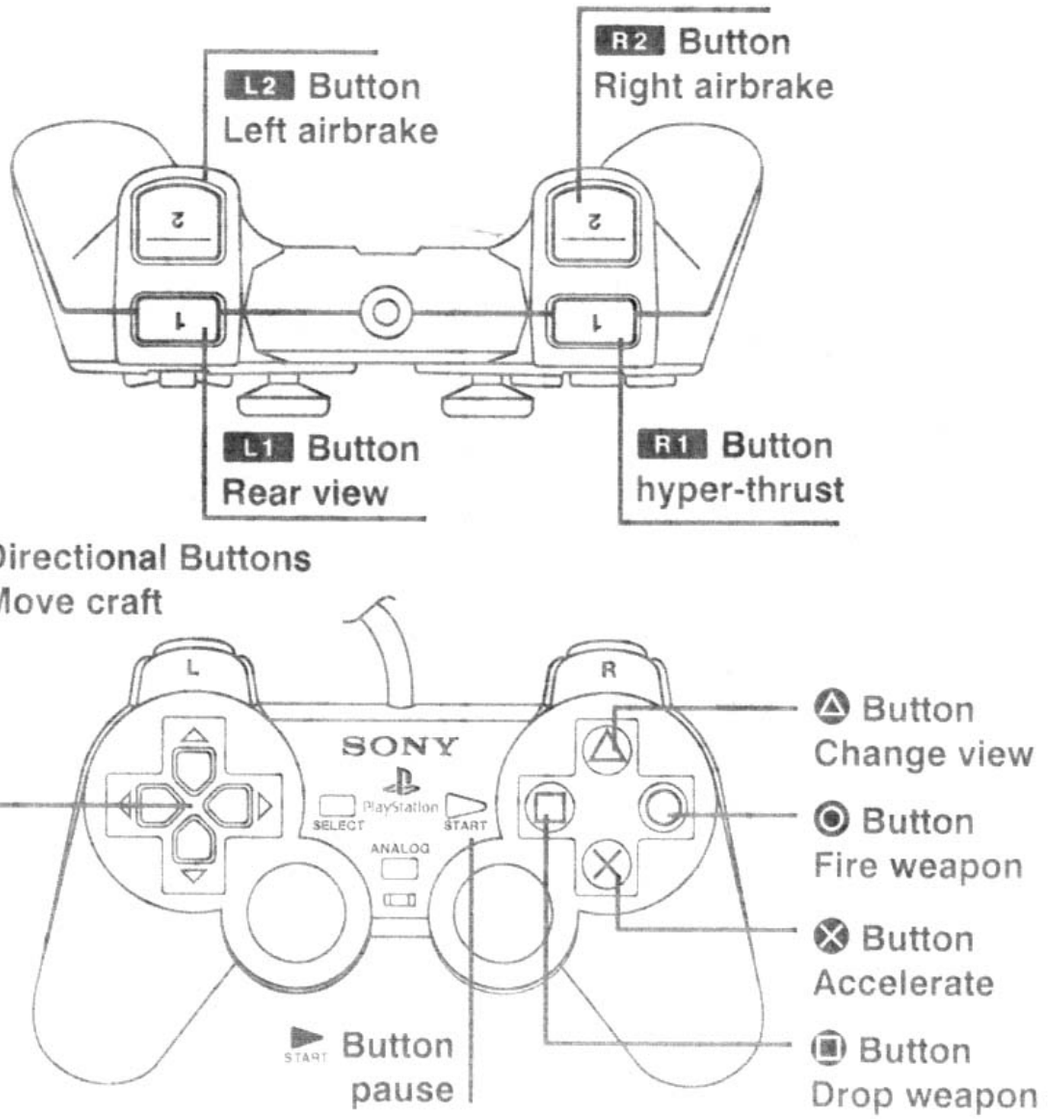
PLEASE NOTE: all screenshots for this manual have been taken from the English version of this game. Some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

controlling your craft

NOTE: If you are using an Analog Controller (DUAL SHOCK™), wipeout can be played using the directional buttons or the left stick. When using the left stick, ensure the Analog mode switch is on (the LED will light up Red). The vibration function of the Analog Controller (DUAL SHOCK™) can be toggled on or off in the Vibration Setup Menu further on in this manual.

F7200 race league

LOGO



WIPEOUT VER. 03.

TEAM DISPLAY

AG-SYS™ INTERNATIONAL

THREE

SEQ:

TEAM I:DENTIFY

LOGO LOGO-TYPE
I:D [JAPAN]

COLOUR CODE

0R 0G 0B	230R 0G 0B	255R 255G 255B

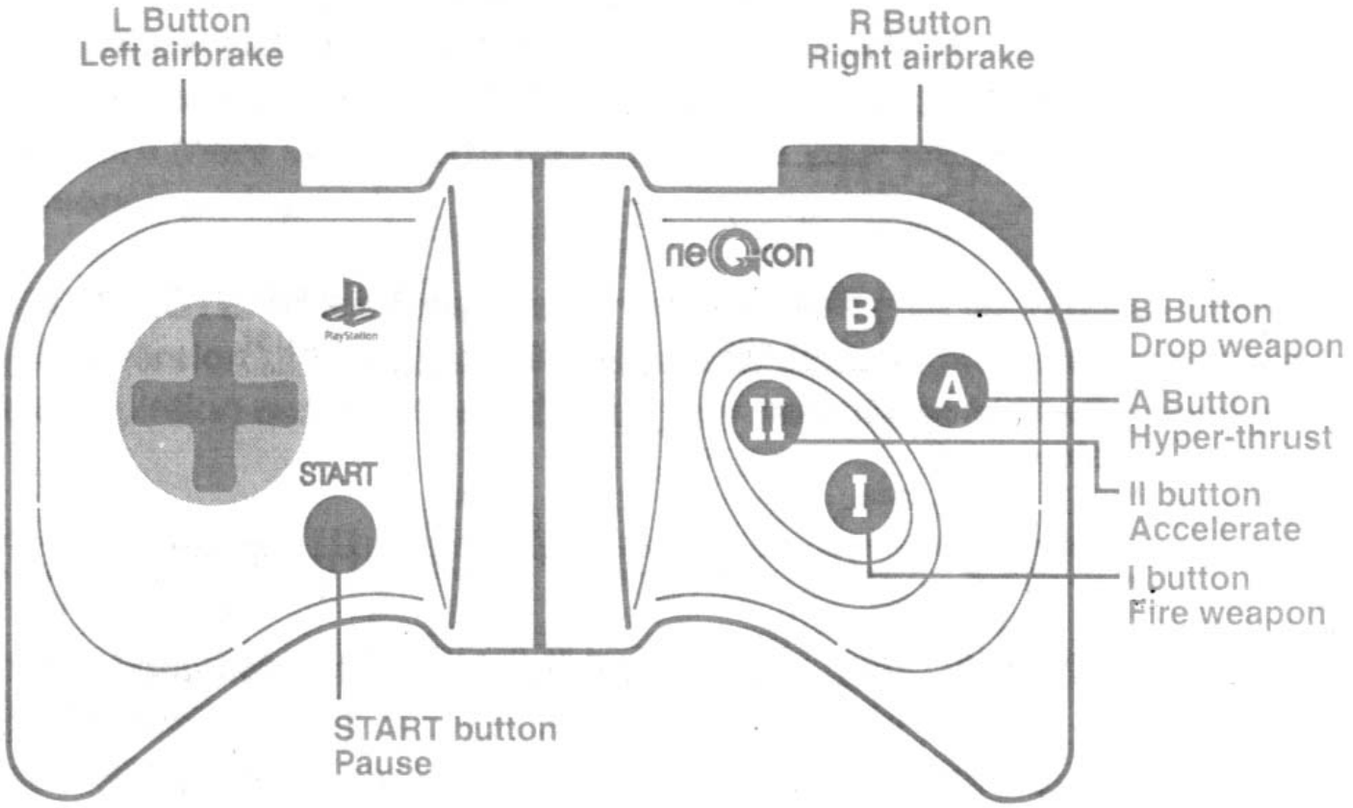
TYPE IN THE VALUES ABOVE TO ACCESS COLOUR [SEE SEPERATE CORPORATE MANUAL / NOT INC.]

ORIENTATION UP

DIRECTION

type: www.playstation-europe.com/wipeout

NEGCON™ CONTROLS

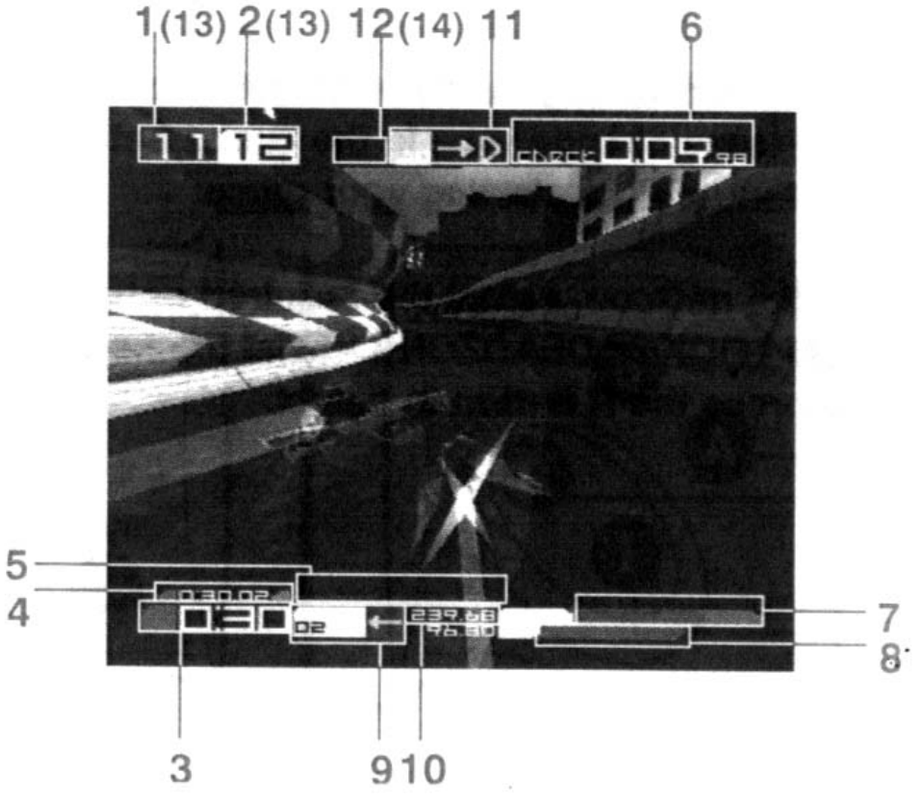


When navigating through menu screens using the neGcon, please use the I button to select and the B button to return to the previous screen without accepting any changes.

It is not possible to select Change View or select Rear View when in-game using the neGcon. Please change view in the Game Setup Menu from the Options Selection Menu before starting your game.

NOTE: to calibrate the neGcon, select the required option - STEERING CENTRE, MAXIMUM LOCK or DEADZONE - twist the neGcon to set the desired levels and press the R button to select.

the gamescreen



1. Current position
2. Number of opponents
3. Current lap time
4. Lap times
5. Lap number
6. Checkpoint countdown
7. Thrust level
8. Energy level
9. Proximity indicator
10. Speed
11. Current weapon
12. Pit indicator
13. Death-match score (Eliminator Mode only)
14. Eliminations (Weapon Challenge Mode only)

multi-player gaming

using menu screens

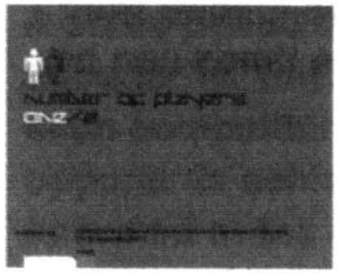
Use the directional buttons to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen without accepting any option changes, press the △ button.

language select menu



After a short introductory cinematic sequence, the LANGUAGE SELECT MENU will be displayed. Use the up and down directional buttons to choose from English, German, French, Italian or Spanish. Press the ⊗ button to confirm your language. If a language is not selected within the time limit, then the language selection will default to English. The TITLE SCREEN will be displayed.

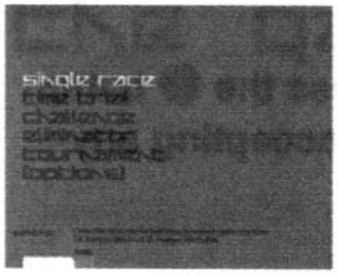
Press the ⊗ button to access the NUMBER OF PLAYERS MENU.



NUMBER OF PLAYERS MENU

Use the left and right directional buttons to highlight ONE or TWO, then press the ⊗ button to access the MAIN MENU.

vertical split screen



MAIN MENU

Single Race

Intense racing with weapons and checkpoints against a full field of competitors. Clear each checkpoint before your time runs out or it's game over before you've even finished the race. The number of laps depends on the racing class being played. If your shield energy is running low, boost your power in the pit lane.

NOTE: weapons and checkpoints are optional in Single Race mode. You can compete without weapons or checkpoints by selecting the Weapons OFF and the Checkpoints OFF options in the Game Setup Menu (found within the Options Selection Menu).

Time Trial

A race against the clock without weapons or enemy craft. A ghost craft will fly a duplicate of the previous best race. Ghost races can be loaded from MEMORY CARD via the LOAD TIME TRIAL option. Best race times can be saved to MEMORY CARD for future games.

WIPEOUT VER. 03. | FEISAR

TEAM DISPLAY THREE SEQ:

TEAM I:DENTIFY

FEISAR ®

LOGO-TYPE
I:D [UNITED EUROPE]

0R
127G
160B

COLOUR - BREAKDOWN

255R
308G
0B

COLOUR CODED ORIENTATION: UP DIRECTION

F7200 IS FAIR.?



Challenge
Twenty-four unique assignments await you. Divided into three Challenge Modes, you will be set specific tasks using preset craft on predetermined circuits.

- **RACE CHALLENGE** — **Race to achieve 1st, 2nd or 3rd against a standard array of competitors.**
- **TIME CHALLENGE** — **Race to complete the circuit within a predetermined time.**
- **WEAPON CHALLENGE** — **Race and destroy a fixed number of opponents.**

NOTE: rumours of a further eight gruelling tasks within a fourth Challenge Mode have been strongly denied by F7200 officials.

Eliminator
A score-based event where a full complement of opponents vie for superiority. You score one point for each completed lap and one point for each competitor destroyed. The race continues until either you or your opponents achieve the target score. Craft destroyed during the race are re-spawned at the starting line. You can adjust the target score on the ELIMINATOR DETAILS screen by using the left and right directional buttons. Choose from 1 to 99.
NOTE: the pit-lane is deactivated during Eliminator events.

Tournament

The ultimate anti-gravity championships of all time. A full line-up of competitors contest the fast and furious tournament mode over a variety of circuits. Run on a points-for-places basis, the pilot at the top of the leader-board at the end of the season is crowned the champion.

Points awarded:

1st Place	***10 points***
2nd Place	***6 points***
3rd Place	***4 points***
4th Place	***3 points***
5th Place	***2 points***
6th Place	***1 point***

In the advent of a tie, the pilot with the most medals wins, and in the case of this being a tie, the player with the greater value of medals wins (gold being worth 3 points, silver 2 and bronze 1). In the continued case of a tie, the player with the lowest overall racing time for the four tracks wins.

horizontal split screen

RACING CLASS MENU

Use the left and right directional buttons to highlight your required racing class and press the ⊗ button to confirm.

VECTOR CLASS	**for novices or those that like to take things steady.**
VENOM CLASS	**for intermediate players or those that fancy their chances.**
RAPIER CLASS	**for more advanced pilots or those who want to break new ground.**

Rumour has it that the F7200 organisers are to re-introduce a previously prohibited racing class. Only experts need apply.

NOTE: when in Single Race mode, a table showing medals won in the selected class will be displayed.

TRACK MENU

Use the left and right directional buttons to highlight one of the eight AG race circuits (if available). Press the ⊗ button to confirm and to access the Team Menu.

WIPEOUT VER. 03. | GOTEKI 45
TEAM DISPLAY THREE SEQ:
TEAM I:DENTIFY
LOGO LOGO-TYPE
I:D [PACIFIC ISLANDS 45 COMMUNITY]
255R 184G 89B
255R 25G 138B
COLOUR - BREAKDOWN
COLOUR CODED ORIENTATION: UP DIRECTION

eight new circuits

TEAM MENU

Use the left and right directional buttons to highlight one of the eight AG race teams (If available). Press the ⊗ button to begin the race.

Team Stats

NAME: FEISAR (Federal European Industrial Science and Research)

COUNTRY: UNITED EUROPE

ESTABLISHED: 2017

LOGO:

TEAM I:DENTIFY



Craft Stats

SPEED: VERY POOR

MANOEUVRABILITY: HIGH

SHIELD ENERGY: HIGH

Team Stats

NAME: GOTEKI 45

COUNTRY: PACIFIC ISLANDS 45

ESTABLISHED: 2095

LOGO:

TEAM I:DENTIFY



WIPEOUT VER. 03. | ICARAS

TEAM DISPLAY

THREE SEQ:

TEAM I:DENTIFY

LOGO LOGO-TYPE

I:D [VARIOUS]

COLOUR CODED

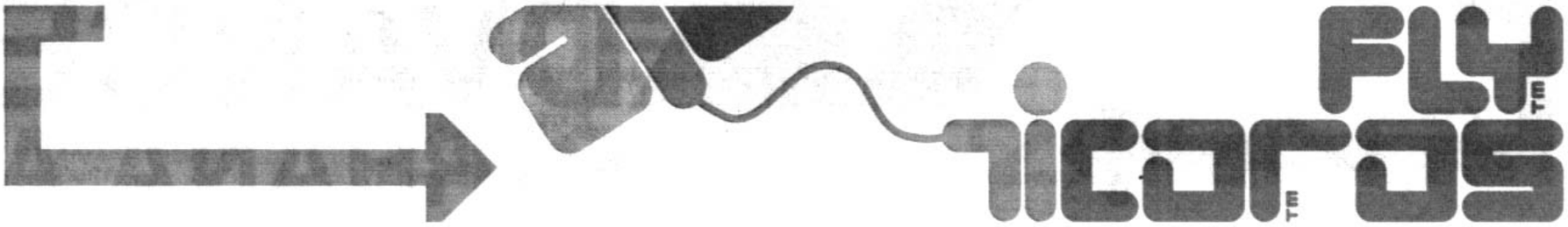
211R
137G
170B

183R
63G
26B

167R
20G
85B

COLOUR - BREAKDOWN

DIRECTION



Craft Stats

SPEED:	**POOR**
MANOEUVRABILITY:	**MEDIUM**
SHIELD ENERGY:	**HIGH**

Team Stats

NAME:	**AURICOM IND**
COUNTRY:	**NORTH AMERICA**
ESTABLISHED:	**2025**
LOGO:	TEAM I:DENTIFY

AURICOM

Craft Stats

SPEED:	**MEDIUM**
MANOEUVRABILITY:	**MEDIUM**
SHIELD ENERGY:	**MEDIUM**

Team Stats

NAME:	**PIRHANA-A**
COUNTRY:	**BRAZIL**
ESTABLISHED:	**2060**
LOGO:	TEAM I:DENTIFY

PIRHANA ADVANCEMENTS

ADVANCE PIRHANA.A

Craft Stats

SPEED: **MEDIUM**
MANOEUVRABILITY: **HIGH**
SHIELD ENERGY: **POOR**

Team Stats

NAME: **QIREX**
COUNTRY: **RUSSIAN UNION**
ESTABLISHED: **2041**
LOGO:

TEAM I:DENTIFY



Craft Stats

SPEED: **HIGH**
MANOEUVRABILITY: **POOR**
SHIELD ENERGY: **MEDIUM**

Team Stats

NAME: **AG S INTERNATIONAL**
COUNTRY: **JAPAN**
ESTABLISHED: **2017**
LOGO:

TEAM I:DENTIFY



FORWARD THINKING PRODUCT

wipeout advancements

Craft Stats

SPEED: HIGH
MANOEUVRABILITY: MEDIUM
SHIELD ENERGY: POOR

Team Stats

NAME: ASSEGAI DEVELOPMENTS
COUNTRY: UNITED AFRICAN NATIONS
ESTABLISHED: 2113
LOGO:

TEAM I:DENTIFY



Craft Stats

SPEED: MEDIUM
MANOEUVRABILITY: SUPERB
SHIELD ENERGY: VERY POOR

Team Stats

NAME: ICARAS
COUNTRY: VARIOUS
ESTABLISHED: 2109
LOGO:

TEAM I:DENTIFY



WIPEOUT VER. 03. | PIRHANA ADVANCEMENTS

TEAM DISPLAY

THREE SEQ:

TEAM I:DENTIFY



LOGO I:D [BRASIL] LOGO-TYPE

255R 167G 0B

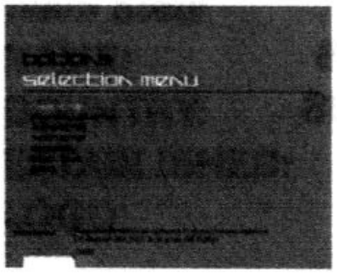
226R 10G 22B

COLOUR - BREAKDOWN

COLOUR CODED ORIENTATION: UP DIRECTION

Craft Stats

SPEED:	**SUPERB**
MANOEUVRABILITY:	**POOR**
SHIELD ENERGY:	**POOR**



Options Selection Menu

GAME SETUP MENU:

Game View

Use the left and right directional buttons to choose either INTERNAL, EXTERNAL or COCKPIT view.

Opponents

Choose the number of race opponents. Select either 4, 8, 12 or set this option to OFF.

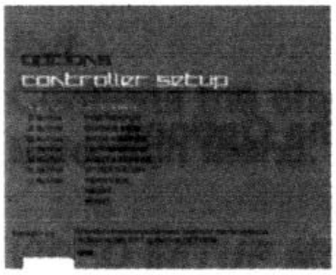
Weapons

ON or OFF

To collect a weapon during a race, simply fly over a weapon pad. The weapon will activate and its logo will be displayed in the top middle of the gamescreen. Press the ⊗ button to deploy the active weapon. Choose OFF to disable the weapon pads (see the WEAPONS AND POWER-UPS section later on in this manual).

Checkpoints
On or Off (see the PLAYING THE GAME section later on in this manual).

Exit
Confirms the changes you have made and returns you to the Options Selection Menu.



CONTROLLER SETUP MENU:

CONTROLLER PORT 1 see the Setup Controls Menu.
CONTROLLER PORT 2 see the Setup Controls Menu.
VIBRATION SETUP see the Vibration Setup Menu
EXIT press the ⊗ button to return to the Options Selection Menu.

Setup Controls
Use the up and down directional buttons to highlight an action, then press the ⊗ button. The current button configuration will be replaced by a flashing "press button" message.

At this point, you must press the button that you want to use for the highlighted action. Repeat this method for each action until you are happy with the settings, then highlight EXIT and press the ⊗ button to return to

the Controller Setup Menu. Alternatively, highlight RESET and press the ⊗ button to restore the default controls.

Vibration Setup

Use the up and down directional buttons to select the Controller you wish to configure. Then use the left and right directional buttons to turn the vibration function ON or OFF. Highlight EXIT and press the ⊗ button to accept changes and return to the Controller Setup Menu.

Exit

Confirms the changes you have made and returns you to the Options Selection Menu.



AUDIO SETUP MENU

Music Volume

Use the left directional button to decrease and the right directional button to increase the volume of the in-game music.

Effects Volume

Use the left directional button to decrease and the right directional button to increase the volume of the in-game sound effects.

Output

Choose either MONO or STEREO sound output.

CD Track

Use the left and right directional buttons to cycle through each available music track. For a random selection of in-game tracks, be sure to set this option to RANDOM.

Exit

Confirms the changes you have made and returns you to the Options Selection Menu.

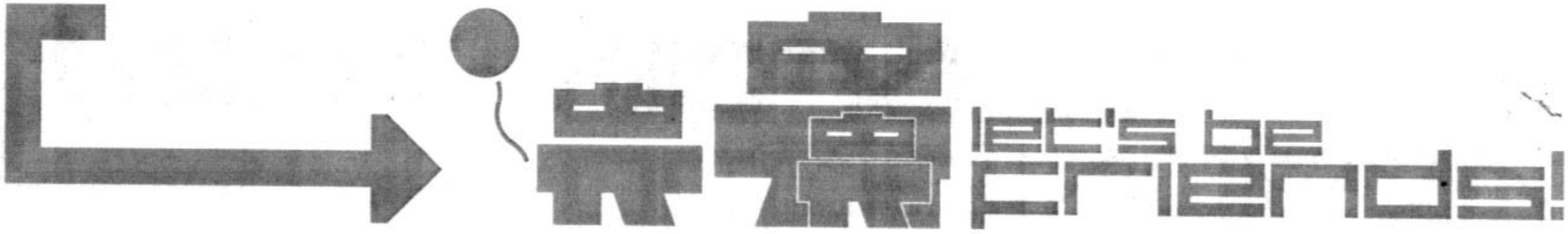
VIDEO SETUP MENU:

Split Screen

Use the left and right directional buttons to choose either VERTICAL or HORIZONTAL. NOTE: split screen only applies to Single Race, Elimination and Tournament modes.

Widescreen Correction

Use the left and right directional buttons to select either ON or OFF. Select ON if you have a widescreen television and wish to view the game in the correct aspect ratio. Select OFF to play on a standard television.



Move Screen

Press the ⊗ button to activate this function. Use the directional buttons to reposition the screen to your satisfaction. Finally press the ⊗ button to confirm.

Exit

Confirms the changes you have made and returns you to the Options Selection Menu.

RECORDS MENU:

Single Race Records

Use the left and right directional buttons to view the best single race times set on each track.

Time Trial Records

Use the left and right directional buttons to view the time trial race times set on each track.

LOAD/SAVE MENU:

NOTE: It is advised that you do not insert or remove MEMORY CARDS once the power has been turned on. Make sure you have enough free blocks on your MEMORY CARD before commencing play.



LOGO

LOAD

To load a previously saved game, make sure you have a MEMORY CARD inserted according to the system instructions. Use the directional buttons to select the MEMORY CARD slot you want to load from and press the ⊗ button to confirm. If you have two MEMORY CARDS inserted, use the up and down directional buttons to switch between MEMORY CARDS.

SAVE

To save your progress, make sure you have a MEMORY CARD inserted according to the system instructions. Use the directional buttons to select the MEMORY CARD slot you wish to save to and press the ⊗ button to confirm. If you have two MEMORY CARDS inserted, use the up and down directional buttons to switch between MEMORY CARDS.

EXIT:

Press the ⊗ button to return to the Main Menu.



IN-GAME MENU

Press the START button to pause the game. Use the directional buttons to highlight your choice from the In-Game Menu and press the ⊗ button to confirm.

WIPEOUT VER. 03. | AG-SYS™ INTERNATIONAL

TEAM DISPLAY THREE SEQ:

TEAM I:DENTIFY

LOGO LOGO-TYPE I:D [JAPAN]

COLOUR CODE

0R 0G 0B

230R 0G 0B

255R 255G 255B

TYPE IN THE VALUES ABOVE TO ACCESS COLOUR [SEE SEPERATE CORPORATE MANUAL / NOT INC.]

ORIENTATION: UP

DIRECTION

type: www.playstation-europe.com/wipeout

Continue
Returns you to the race.

Audio Setup
A small sub-menu will be displayed, allowing you to adjust the volume of music or SFX volume. Use the up and down directional buttons to highlight your choice, then use the left and right directional buttons to adjust the settings. Return to the In-Game Menu by selecting BACK and pressing the ⊗ button.

Restart Game
Takes you back to the start of the current track.

The following message will be displayed:
"Are You Sure
No Yes"

Use the up and down directional buttons to highlight either YES or NO and press the ⊗ button to confirm. Choose YES to return to the beginning of the current race. Choose NO to return to the In-Game Menu.

WIPEOUT VER. 03. | ASSEGAI DEVELOPMENTS
TEAM DISPLAY THREE SEQ:
TEAM I:DENTIFY
ASSEGAI DEVELOPMENTS
LOGO LOGO-TYPE
I:D [UNITED AFRICAN NATIONS]
COLOUR CODED
118R 170G 229B
182R 177G 88B
COLOUR - BREAKDOWN
ORIENTATION: UP
DIRECTION

Exit Game
Takes you back to the MAIN MENU.

The following message will be displayed:
"Are You Sure
No Yes"

Use the up and down directional buttons to highlight either YES or NO and press the ⊗ button to confirm. Choose YES to return to the MAIN MENU. Choose NO to return to the In-Game Menu.

NOTE: If two Controllers are inserted you will return to the Number of Players Menu, before accessing the Main Menu.

View Objectives/Scores
Refresh your memory as to your challenge assignments or required scores. Press the ⊗ button to return to the In-Game Menu.
NOTE: available in Challenge Mode and Eliminator modes ONLY.



RACE COMPLETE MENU

At the end of a race, a statistics screen will be displayed. See where you finished, the time it took and the lap times for each lap completed. Press the ⊗ button to access the Records Menu. If you have broken a record you will be able to enter your name on the hi-scores chart. Use the left and right directional buttons to cycle through the alphabet, then press the ⊗ button to confirm. The DEL character deletes the current selection and takes you back one step, while the END character accepts the current name and exits the name entry process. Press the ⊗ button again to access the Race Complete Menu:

Restart Game

Press the ⊗ button to return to the starting grid and restart the race.

Exit Game

Press the ⊗ button to return to the Main Menu.

View Replay

Press the ⊗ button to watch the replay of the previous race from start to finish. Press the START button to exit the replay.

multi-player gaming

playing the game



WEAPON GRIDS

Coloured weapon grids litter the circuit. Fly over a grid to equip your craft with a weapon. See the WEAPONS AND POWER-UPS section later on in this manual for more information. Weapon grids are deactivated in a Time Trial.



SPEED PADS

Speed pads, in the shape of blue chevrons, are strategically placed on tracks and boost the velocity of craft passing overhead. Multiple speed pads will add an incremental speed boost: for instance two speed pads in succession will add twice as much boost.

Speed pads along straight sections can improve overtaking. Speed pads in and around track corners may result in more collisions and, consequently, diminished speed.

WIPEOUT VER. 03. | AURICOM
TEAM DISPLAY THREE SEQ:
TEAM I:DENTIFY
AURICOM
LOGO-TYPE
I:D [U.S.A / CANADA]
224R 7G 41B
COLOUR - BREAKDOWN
6R 47G 107B
COLOUR CODED ORIENTATION UP DIRECTION

vertical split screen



CHECKPOINTS

Checkpoints are blue beams of light that stretch horizontally across the circuit at regular intervals. 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 – that's game over!

As you progress and improve, you should reach each checkpoint with time to spare.

HYPER-THRUST

Hyper-thrust boosts craft speed by tapping into the shield energy reservoir. Extensive use of hyper-thrust will drain the craft's energy reserves and leave it vulnerable to elimination from opponents.

Hyper-thrust will be disabled if shield energy falls below 25%.

AIR-BRAKES

Each craft is fitted with left and right air brakes, to facilitate turning sharply and reducing speed. Very handy when entering severe corners.

WIPEOUT VER. 03. | FEISAR

TEAM DISPLAY THREE SEQ:

TEAM I:DENTIFY

FEISAR ®

LOGO-TYPE
I:D [UNITED EUROPE]

COLOUR CODED

ORIENTATION: UP

0R
127G
160B

255R
308G
0B

COLOUR - BREAKDOWN

DIRECTION

ALTITUDE CHANGES

Beware of changes in altitude - climbing a hill can obscure the circuit ahead and the resulting descent can lead to a hard-to-control speed rush. Combined with bends, hills can prove to be quite challenging circuit features. Additionally, short frequent altitude changes can result in unwanted bottoming out of the AG craft if the wrong speed is maintained over the obstacle.

The most severe altitude changes come from jumps. Correctly adjudging your launch angle, minimum speed, mid-air steering and touchdown techniques could make all the difference when it comes to making a smooth jump or crashing into the scenery.

PIT LANE

Recharge shield energy by flying into a pit lane. These are clearly marked blue striped sections of track.

The shield strength recovered is based on time spent in the pit lane – less time within the lane will result in less strength recovered.

WINNING MEDALS

A first place finish naturally takes the coveted gold medal. Runners-up have to settle for silver and if you come third it's the F7200 Race League bronze medal for you! Medals are awarded for the track regardless of class.

Consecutive gold medals will unlock hidden circuits and launch new teams.

Unconfirmed reports allege the F7200 Race League will herald the re-introduction of a previously banned championship class...

WEAPONS AND POWER-UPS

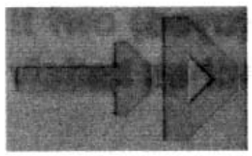
All weapons are pre-loaded onto your craft before a race. When you fly over a weapon grid, a weapon will be activated and the relevant icon will be displayed in the top middle of the screen. A spoken message will inform you of the weapon collected.

Press the ◉ button to fire the weapon or the ■ button to discard or deactivate it.

A spoken message will warn you of weapons about to be used against your craft.

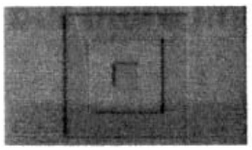
DIRECTION ■

horizontal split screen



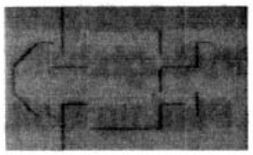
AUTO-PILOT

Auto-pilot takes control of the craft out of your hands for a short period. A timer will count down the seconds until auto-pilot disengages. Press the ● button to disengage auto-pilot and instantly return to manual control.



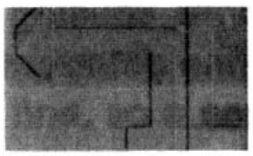
CLOAK

Instant invisibility prevents your opponents from targeting your craft. Handy for overtaking on the blind side – literally!



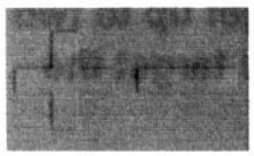
GRAVITY SHIELD

The Gravity Shield will safeguard your craft from further shield energy loss. When activated, the Gravity Shield prevents you from firing another weapon, but you can pick one up.



REFLECTOR

Reflectors can be used as an offensive weapon, sending an attack back towards its source. Timed correctly the Reflector is ideally activated just after an attack is launched.



ENERGY DRAIN

When fired, the Energy Drain locks on to the nearest craft. Energy is then drained from the opponent and added to your craft's shield energy reservoir.

WIPEOUT VER. 03. | GOTEKI 45

TEAM DISPLAY THREE ♥SEQ:

♥ TEAM I:DENTIFY

G45

LOGO LOGO-TYPE

I:D [PACIFIC ISLANDS 45 COMMUNITY]

255R
184G
89B

255R
25G
138B

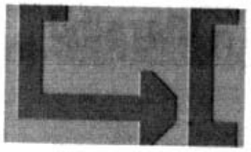
COLOUR - BREAKDOWN

COLOUR CODER ORIENTATION UP DIRECTION

eight new circuits

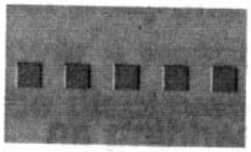
The link is broken when either the drained enemy craft is destroyed, moves out of range or activates a Gravity Shield; your craft reaches its maximum energy limit; or a time limit is reached.

But beware of opponents unleashing the Reflector weapon, as it will reverse the link and you will be the one to suffer the degenerating power of the Energy Drain.



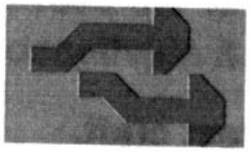
FORCE WALL

Slamming into an impenetrable wall at 250mph is enough to stop anyone dead in their tracks. Unleash a Force Wall and your competitors will come to a crunching halt, but you will speed on through. Opponents can destroy a Force Wall with a Quake Disruptor or a Plasma Bolt.



MINES

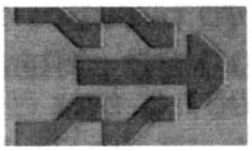
When launched, mines spew from the back of the craft, causing damage to opponents behind. Although they are a fine deterrent to slipstreaming, Rockets and Quake Disruptors can destroy mines.



MULTI-MISSILES

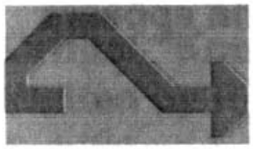
Launching a double salvo, multi-missiles can target up to two enemy craft at any one time. The two missiles will target the nearest opponent within a fixed short range.

If two enemy targets are within firing range, they will both receive a nasty visitor up their tailpipes!



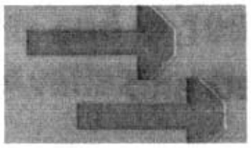
PLASMA BOLT

When activated, Plasma Bolts must charge up before launching. They are not target-seeking and are tricky to aim, but more importantly, they destroy enemy craft on impact.



QUAKE DISRUPTOR

One of the most instantly recognisable weapons, the Quake Disruptor flips the race-track up and slams it back down with disdain. Craft caught within this ripple effect will suffer massive shield energy loss.



ROCKET

As front-firing projectiles, rockets fire in rounds of two and drain shield energy on impact. Rockets fire only in a straight line, so a careful aim is required.

music credits

"Auricom"
"Gotekl 45"
"Felsar"
"Icaras"
"Pirhana"
"Xpander"

All tracks recorded by Sasha for Deconstruction Records. Sasha appears with kind permission of Deconstruction Records.

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Charlie May appears courtesy of Warner Chappell Music Limited and ETC management.

"Control"
"Surrender"
Both tracks written and produced by MKL.

FORWARD THINKING PRODUCT

wipeout advancements

Underworld "Kittens"
Written by Underworld (Emerson, Smith, Hyde)
Published by Sherlock Holmes Music/Warner Chappell Music for North America
Produced by Rick Smith
ISRC: GB-CGL-98-00036
℗ and © 1998 Underworld exclusively licensed to JBO Limited for UK and Ireland: World excluding UK and Ireland V2 Music Limited
Licensed courtesy of JBO Limited/V2 Music Limited

Orbital "Know Where to Run"
Written by P.Hartnoll and P.Hartnoll
Published by Sony Music Publishing
Produced by P.Hartnoll and P.Hartnoll
Mixed by and additional production by Micky Mann
Cut by Kevin Metcalf
℗ and © 1999 FFRR
Available on the Ffrr Album "The Middle of Nowhere" (5560762)

Paul Van Dyk "Avenue"
Written by Paul Van Dyk
Published by MFS administered by BMG/UFA Music Publishing
Produced by Paul Van Dyk
℗ and © 1999 Deviant Records
Licensed courtesy of Deviant Records Ltd./PVD Management

WIPEOUT VER. 03.
TEAM DISPLAY

PIRHANA ADVANCEMENTS
THREE SEQ:

TEAM I:DENTIFY
PIRHANA ADVANCEMENTS
LOGO I:D [BRASIL]
LOGO-TYPE

255R 167G 0B
226R 10G 22B
COLOUR - BREAKDOWN

COLOUR CODE
ORIENTATION: UP
DIRECTION

PLAY MORE
ACHIEVE MORE

psyqnosis, leeds research/dev.

Propellerheads "Lethal Cut"
Written by Alex Gifford
Published by Chrysalis Music
Produced by Alex Gifford at The Wurx
Mastered by Mike at The Exchange
℗ and © 1998 Wall of Sound Recordings
Licensed courtesy of Alex Gifford

The Chemical Brothers "Under The Influence"
Written by Rowlands/Simons
Published by MCA Music Ltd.
Produced by The Chemical Brothers
ISRC: GB-AAA-99-00296
℗ and © 1999 Virgin Records Ltd.
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