
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY ESRB
SLUS-00865
94078
Best racing game of E3.
–IGN.com
WipEout 3
DUAL SHOCK
PSYGNOSIS

WARNING: READ BEFORE USING YOUR PLAYSTATION® game console.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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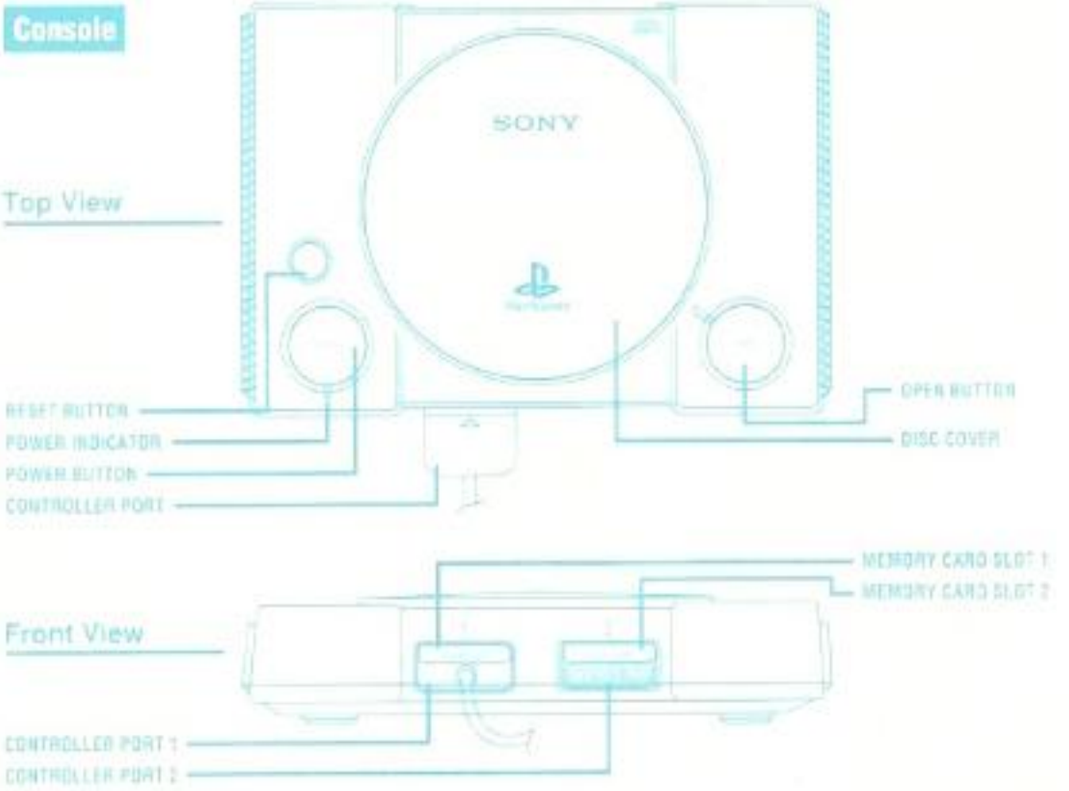
music credits 25

credits 27

setting up

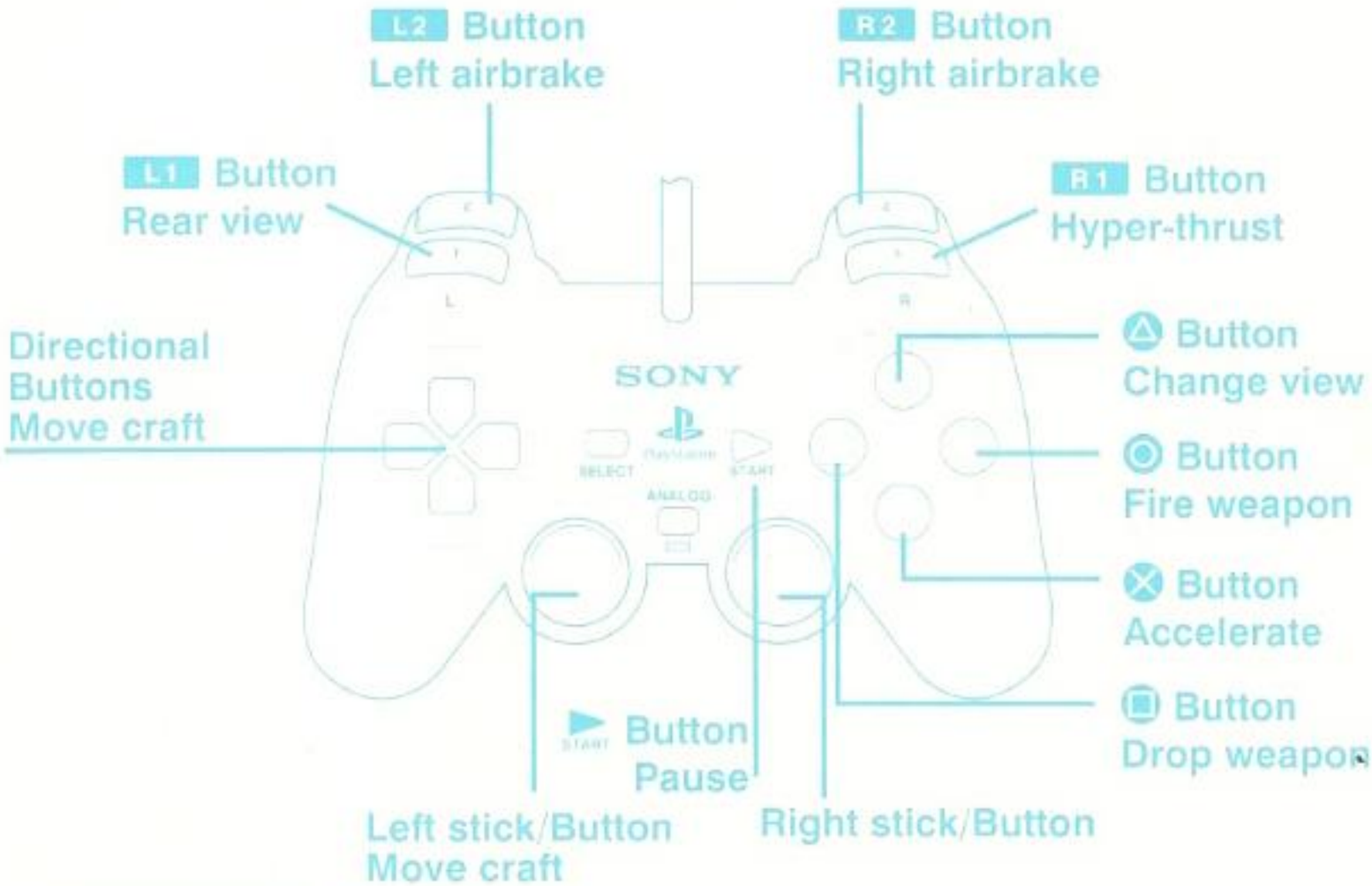
Set up your PlayStation® game console according to the instructions in its Instruction Manual. Insert the wipeout 3 disc and close the disc cover. Press the POWER button. It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before starting.

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 DUAL SHOCK™ analog controller, wipeout 3 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 DUAL SHOCK™ analog controller can be toggled on or off in the Vibration Setup Menu later on in this manual.



w3/instruction-manual: start

READ
LEARN ENJOY

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-gravity 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, February 20th, 2116

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

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

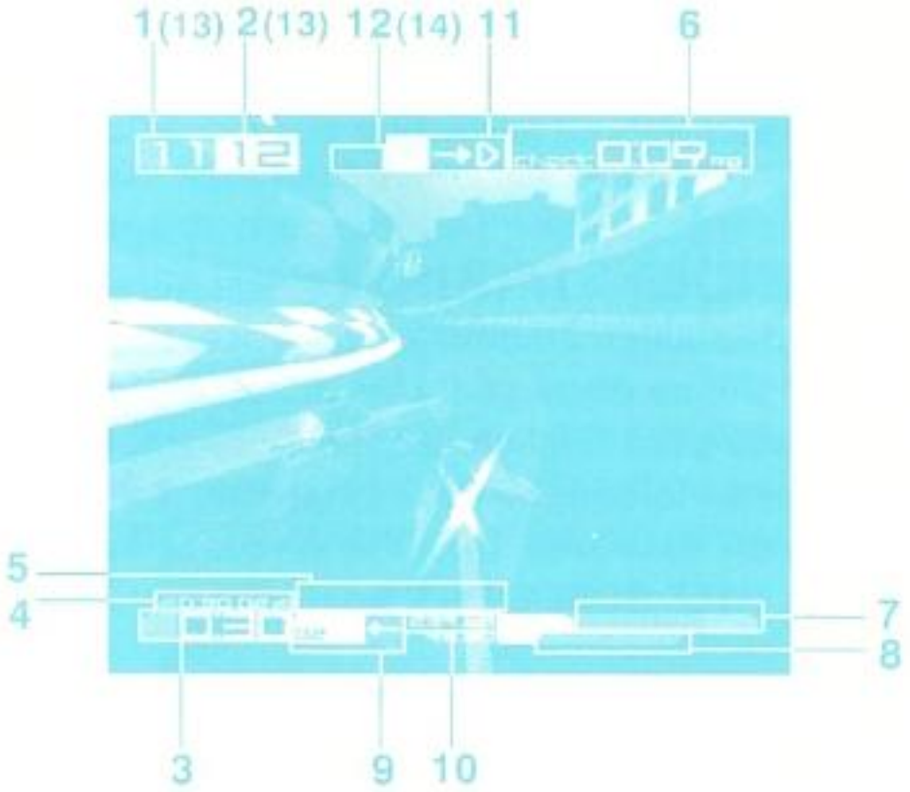
On behalf of the city, I would like to extend a warm welcome to the officials, pilots and fans of F7200 Race League. I trust your short stay with us will be enjoyable and will enhance the greatest sports event the world has ever witnessed.

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, March 19th, 2116

the gamescreen



1. Current position
2. Number of opponents
3. Current lap time
4. Lap times
5. Lap number
6. Checkpoint countdown
7. Speed 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)

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 introduction 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.

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 the game's 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.

Challenge

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

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

NOTE: rumors of an additional 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 compete in 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 case 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.

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 like to take chances.
RAPIER CLASS	for more advanced pilots or those who want to break new ground.

Rumor has it that the F7200 organizers 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.

vertical split screen

team menus

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 IDENTIFY

FEISAR®

Team Stats

NAME:	FEISAR
COUNTRY:	UNITED EUROPE
ESTABLISHED:	2017

Craft Stats

SPEED:	VERY POOR
MANEUVERABILITY:	HIGH
SHIELD ENERGY:	HIGH

TEAM IDENTIFY

AURICOM

Team Stats

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

Craft Stats

SPEED:	MEDIUM
MANEUVERABILITY :	SUPERB
SHIELD ENERGY:	VERY POOR

TEAM IDENTIFY

G45

Team Stats

NAME:	GOTEKI 45
COUNTRY:	PACIFIC ISLANDS 45
ESTABLISHED:	2095

Craft Stats

SPEED:	POOR
MANEUVERABILITY :	MEDIUM
SHIELD ENERGY:	HIGH

TEAM IDENTIFY

PIRHAN ADVANC

Team Stats

NAME:	ICARAS
COUNTRY:	VARIOUS
ESTABLISHED:	2109

Craft Stats

SPEED:	SUPERB
MANEUVERABILITY :	POOR
SHIELD ENERGY:	POOR

TEAM IDENTIFY

QIREX -RD1

Team Stats

NAME:	AURICOM IND
COUNTRY:	NORTH AMERICA
ESTABLISHED:	2025

Craft Stats

SPEED:	MEDIUM
MANEUVERABILITY :	MEDIUM
SHIELD ENERGY:	MEDIUM

TEAM IDENTIFY

ASSEGAI DEVELOPMENTS

Team Stats

NAME:	QIREX
COUNTRY:	RUSSIAN UNION
ESTABLISHED:	2041

Craft Stats

SPEED:	HIGH
MANEUVERABILITY :	POOR
SHIELD ENERGY:	MEDIUM

TEAM IDENTIFY

AG-S

Team Stats

NAME:	PIRHANA-A
COUNTRY:	BRAZIL
ESTABLISHED:	2060

Craft Stats

SPEED:	MEDIUM
MANEUVERABILITY :	HIGH
SHIELD ENERGY:	POOR

TEAM IDENTIFY

AG S INTERNATIONAL

Team Stats

NAME:	AG S INTERNATIONAL
COUNTRY:	JAPAN
ESTABLISHED:	2017

Craft Stats

SPEED:	HIGH
MANEUVERABILITY :	MEDIUM
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, Eliminator 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 starting.

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 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 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.

Continue
Returns you to the race.

Audio Configuration
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.

Return to Menu
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 button deletes the current selection and takes you back one step, while the END button 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.

Go To Menu/Edit 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.

playing the game

WEAPON GRIDS

Colored 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 passing. Speed pads in and around track corners may result in more collisions and, consequently, slower speed.



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 – the game's over!

The more you play, the easier it will be to 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 brake, to facilitate turning sharply and reducing speed. Very handy when entering severe corners.

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 determining 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 in 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.



AUTO-PILOT

Auto-pilot takes the craft out of your control 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 passing 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.

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 Disrupter 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 recognizable 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 careful aim is required.

music credits

"Auricom"
"Goteki 45"
"Feisar"
"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.

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
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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
(P) 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
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Propellerheads "Lethal Cut"
Written by Alex Gifford
Published by Chrysalis Music
Produced by Alex Gifford at The Wurx
Mastered by Mike at The Exchange
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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
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credits
wipeout team

PRODUCER:
Alan Raistrick

LEAD ARTIST:
Nicky Westcott

ART TEAM:
Mark Frazer
Mat Garey
Josee Lupien
Nick Phillips
Andy Walker
Andy Whiteley

LEAD PROGRAMMER:
Neil Paterson

PROGRAMMING TEAM:
Pete Bratcher
Naresh Hirani
David Jefferies
Dave Raynard

LEAD DESIGNER:
Wayne Imlach

DESIGN TEAM:
Mark McGinley
Scott Naylor
Paul Walker

SOUND EFFECTS / ADDITIONAL MUSIC:
Gary McKill

SOUND EFFECTS:
Mike Clarke

LEEDS STUDIO MANAGER / EXECUTIVE PRODUCER:
Jonathan Freedman

IDENTITY BY:
The Designers Republic

FMV TEAM:
Paul Bahr Naylor
Jeff Bramfitt
Darren Douglas
Steve Gilbert
Christian Lavoie
Ashley Sanders
Sasha
Nicky Westcott

CENTRAL PRODUCT MANAGER:
Enda Carey

MANUAL WRITER:
Russell Coburn

MANUAL APPROVAL:
Lee Travers
Stephen Griffiths

European Marketing & Press Team:-
Kevin McSherry, Nino Ceraolo, Jonathan Fargher, Glen O'Connell

The Creative Services Team:
Martin Harrow, Richard Turner, Ric Tyson

The Test Team:
Stuart Allen, Dean Ashley, Matthew Brooks, Neil Clarke, Alan McArdle, Thomas O'Connor, Jason Platt, Paul Tweedle

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US Publishing Team:

Product Manager:
Susan Campbell

Associate Product Manager:
Jane Donahue

VP of Marketing:
Harry Vitelli

PR Manager:
Charlotte Panther

PR Co-ordinator:
Lynn Beverash

Manual Layout US:
Scott Allen.

Operations:
Monique Catley

Creative Director:
Bob Schonfisch

Marketing & PR Support:
Erik Hienrich

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Phone: (310) 399-7022 Fax: (310) 399-1166

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You may also send your questions or technical problems via e-mail to: psygtech@psygnosis.com or by writing:

Psygnosis Technical Support
2000 Alameda de las Pulgas, Suite #126
San Mateo, CA 94403

For questions regarding PlayStation game console and its peripherals please call:
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Representatives are available M-F, 8AM-6PM, PST.

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