


PlayStation
WIPEOUT XL

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.
- 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 abra sive cleaners.

フレーシ

SPEOUTRUDE

Contents

Future World ..... 0'01"
The Year? 2067 ..... 0'01"
Starting the Game ..... 0'01"
Controlling Your Craft ..... 0'04"
HUD Display ..... 0'04"
Menus ..... 0'05"
Main Menu ..... 0'05"
Race Type Menu ..... 0'05"
Team Menu ..... 0'07"
Craft Statistics ..... 0'08"
Racing Class Menu ..... 0'08"
Options Menu ..... 0'09"
Audio Config Menu ..... 0'10"
Controller Config ..... 0'10"
Preferences ..... 0'11"
Load and Save Menu ..... 0'12"
Password Screen ..... 0'12"
Best Arcade Times Screen ..... 0'13"
Best Time Trials Times Screen ..... 0'13"
Playing the Game ..... 0'13"
Weapons and Power Ups ..... 0'14"
Pausing the Game ..... 0'17"
Music ..... 0'18"
Discography ..... 0'19"
Credits ..... 0'21"

AURICOM

2097

0'01"

WIPEOUT XL

future world...

"A ball bounces. A pin drops. A man falls.
Gravity is the glue which binds us to our planet.
We are about to apply the solvent which will free our species forever."
Pierre Belmondo (Director of European AG Research)
speaking at a demonstration of anti-gravity technology, Nevada, April 2026.

the year? ever

No room for maneuver. The world is shrinking... like a raisin from a grape.
From East to West...from North to South...reading your shadow and the echo of your mind before you even know you'd left.
Landscapes curling through space, hewn from rock, cut from ice. Ships blur like the smears of hurled paint. Tracking the globe, soundtracking your dreams and your visions...
Never dwell on past days. Leave those damp brown days alone.
Our future has more color. More speed. More noise. Our future has more...
From jungle to city to the recesses of your mind. Shake your head and free yourself.
Free yourself.

FEISAR guild

0*02"

WIPEOUT XL

starting the game

To play Wipeout XL on your PlayStation™ game Console:

- Set up your PlayStation™ game Console in accordance with the instruction manual supplied with the system.
- Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.
- Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.

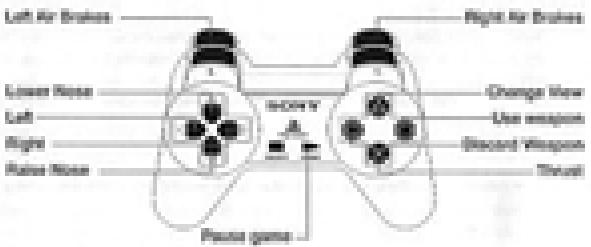
To skip through intro screens, press any button on the Controller.

WARNING! Do not insert or remove Controllers, Memory cards or other peripherals during the game.

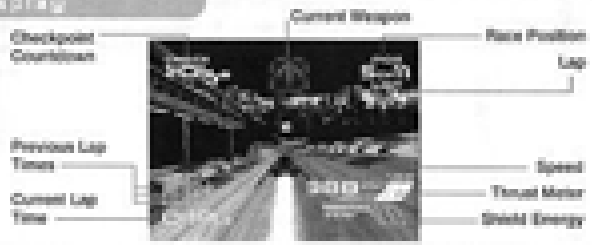
AG-5Y5™

0*03"

controlling your craft



hud display



menus

main menu

Use the Directional buttons to highlight required options. Press the ✕ button to confirm.

RACE TYPE - Takes you to the Race Type Menu.

TEAM - Takes you to the Team Menu.

CLASS AND TRACK - Takes you to the Racing Class Menu.

START - Takes you to the start of your chosen race.

OPTIONS - Takes you to the Options Menu.

race type menu

Use the Directional buttons to highlight required race type. Press the ✕ button to confirm. Press the ▲ button to return to the previous menu.

ARCADE

Intense racing with weapons* and Checkpoints against a full field of enemy ships. If your shield energy's running low, you can fly into the pit lane to get a power boost. Reach 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.

*** Weapons are optional in arcade mode. You can race without weapons by selecting the Weapons Off option in the Preferences Menu (found within the Options Menu)**

TIME TRIAL

A race against the clock without weapons or enemy craft. A ghost ship will fly a duplicate of your previous best race - the ghost record is lost if another time trial track is chosen. You will also receive one TURBO pick up for every lap you complete.

ARCADE LINK

2-player racing with active Weapon Grids and Checkpoints against a full field of enemy ships. See 2-PLAYER NOTE below.

ONE ON ONE

2-player racing with active Weapon Grids and Checkpoints but no other enemy ships. See 2-PLAYER NOTE below.

2-PLAYER NOTE: Both Arcade Link racing and One On One racing are 2-player games. In order to play them, you will need 2 PlayStation™ game Consoles connected by a link cable. Both Consoles will need to be running a copy of Wipeout XL. Both players must select the same 2-player option from the menu. After a few seconds, the message 'Link Up' will be displayed on both screens. The PlayStation™ that completes the link up first will be referred to on-screen as 'Master'. The other PlayStation™ will be referred to on screen as 'Slave'. From then on 'Master' is Player 1 and 'Slave' is Player 2. Both players can then go into the Team Menu. Player 1 will then be able to go into the Racing Class Menu to make a selection on behalf of both players.

NOTE: During 2-player games, follow all on-screen instructions carefully to prevent the link being broken.

Caution A: If either player enters the Race Type Menu after a link has been established, the link will be broken. Repeat the process outlined in 2PLAYER NOTE to set up the link again.

Caution B: If either player selects Start after a link has been established, the other player will not be permitted to enter the Race Type Menu.

Caution C: On returning to the main menu from any 2-player game the link will be broken and both machines reset to Single Player Arcade Mode. To start a new 2-player game the link must be set up again by following the process outlined in 2-PLAYER NOTE.

ARCADE CHALLENGES

If you manage to complete all available circuits in first place while playing in arcade mode, an arcade challenge will become available on this screen. This will seriously test your racing prowess. But it won't end there. Remember that the world of anti-gravity racing is a secretive one - unknown teams could be planning just about anything...

NOTE: In all arcade challenges the use of full weapons is compulsory - there is no 'Weapons Off' option available. You will also find that as this is the Arcade Challenge, the track you race on will be auto selected - access to the Track Menu will be denied.



During the Arcade Challenge you are allowed three 'Continues'. Finish in fourth place or below and you will forfeit one 'Continue'. Finish in second or third and you retain the number of 'Continues' you currently possess. However, in order to progress to the next circuit you must win on your current track.

TEAM MENU

Use the Directional buttons to highlight required team. Press the ✕ button to confirm. Press the △ button to return to the previous menu.

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 beginners.

AG SYSTEMS

A Japanese team with highly controllable craft suitable for beginners. However, shield energy is quite weak.

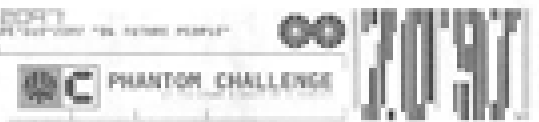
AURICOM RESEARCH

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

QIREX

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

(Unconfirmed rumors report a new prototype craft alleged to be very controllable and extremely fast. No further details available.)



craft statistics

	Power	Top Speed	Turning Ability	Aero Dynamics	Shield Energy
AGILITY	★★★★★	★★	★★★★★★	★★★★★★	★★★★★
SPEED	★★★★★★	★★★★	★★★★★	★★★★★	★★
BALANCED	★★★★	★★★★★	★★★★	★★★★	★★★★
POWER	★★★	★★★★★★	★★	★★★★	★★★★★★

racing class menu

There are 3 tracks available in each of the 3 racing classes. Use the Up and Down Directional buttons to highlight your required racing class, then use the Left and Right Directional buttons to display your chosen track. Press the ✕ button to confirm choices. Press the △ button to return to the previous menu.

VECTOR CLASS

The slowest racing class available. Ideal for beginners.

VENOM CLASS

Faster racing class for the more experienced player.

RAPIER CLASS

A super fast adrenaline rush of a race. Advanced players only need apply.

options menu

Use the Directional buttons to highlight required options. Press the ✕ button to confirm. Press the △ button to return to the previous menu.

AUDIO CONFIG

Allows you to alter the sound options. Takes you to the Audio Config Menu.

CONTROLLER CONFIG

Allows you to alter the Controller buttons used in the game. Takes you to the Controller Config Menu.

PREFERENCES

Allows you to alter some of the game's default settings. Takes you to the Preferences Menu.

LOAD AND SAVE

Allows you to load and save game details using a Memory card. Takes you to the Load And Save Menu.

PASSWORD

The password facility allows you to save your progress without using a Memory card. Takes you to the Password Screen.

BEST ARCADE TIMES

Allows you to view the best arcade mode race times on each circuit.

BEST TIME TRIAL TIMES

Allows you to view the best time trial times on each circuit.

audio config menu

Use the Up and Down Directional buttons to highlight required options then use the Left and Right Directional buttons to set your choice. When all options are set to your satisfaction press the ✕ button to confirm. Press the △ button to return to the previous menu.

MUSIC

Use the Left and Right Directional buttons to move the slider and set the volume of the in-game music.

SFX

Use the Left and Right Directional buttons to move the slider and set the volume of the in-game sound effects.

SOUND

Use the Left and Right Directional buttons to choose between Mono or Dolby Surround sound (referred to in-game as 'stereo'). Be careful not to select Dolby Surround if your TV only supports mono output as this will result in no sound effects at all.

CD TRACK

Use the Left and Right Directional buttons to cycle through each available music track. For a random selection of in-game tracks, make sure you set this option to RANDOM. If you prefer racing to one particular music track, select the one you want before confirming your selection.

controller config

To configure the game controls, use the Up and Down Directional buttons to highlight the game function you want to change. Use the Left and Right Directional buttons to cycle through each available Controller button. When all functions are set satisfactorily, press the ✕ button to confirm. Press the △ button to return to the previous menu. Press the ○ button to return to the default configuration.

NOTE: Wipeout XL is fully compatible with Namco's neGcon Controller. If a neGcon is inserted into Controller port 1, it will be automatically detected.



Use the Left and Right Directional buttons to move between the options. You may alter the maximum twist, the center point and the dead spot on a neGcon. To alter the twist and center point twist the Controller to the preferred angle (between 0 and 180) and then press the A button to confirm. If you wish to reset the degree, press the A button again. Set the deadpoint by using the Up and Down Directional buttons to move the highlighting effect over several pre-set choices. Press the A button to select your choice. Pressing the B button will take you back a screen in the menu system. When you are happy with all your neGcon set-up choices press the I button to leave the menu.

preferences

Use the Up and Down Directional buttons to highlight the preferences you want to change then follow the instructions below. Press the ✕ button when all preferences are set correctly. Press the △ button to return to the previous menu.

WEAPONS

Use the Left and Right Directional buttons to turn Weapon Grids ON or OFF.

DEFAULT VIEW

Use the Left and Right Directional buttons to choose between INT (in-cockpit) or EXT (external) as the game's default view.

MOVE SCREEN

Press the ○ button to activate the move-screen facility, then use the Directional buttons to center the game screen on your TV. When the screen position is set satisfactorily, press the ○ button again to confirm.

DEFAULT NAME

This facility allows you to store a default name which you will be able to use when entering your name onto the Best Times tables. Use the Left and Right Directional buttons to cycle through the alphabet, then press the ○ button to confirm a letter.



load and save menu

Use the Directional buttons to highlight your chosen option. Use the ✕ button to confirm.

LOAD

To load a previously saved game, make sure you have a Memory card fitted according to the system instructions. Use the Directional buttons to select the game slot you want to load and press the ✕ button to confirm. If you have 2 Memory cards fitted, use the ○ button to switch between cards.

SAVE

To save your progress, make sure you have a Memory card fitted according to the system instructions. Use the Directional buttons to select a slot and press the ✕ button to confirm. If you have 2 Memory cards fitted, use the ○ button to switch between cards. You can label your saved game with a name of up to 8 letters. Use the Directional buttons to highlight the letters and use the ✕ button to confirm them. When the name is complete, highlight END and press the ✕ button.

DELETE

To delete a previously saved game, use the Directional buttons to highlight the chosen slot and press the ✕ button to confirm. If you have 2 Memory cards fitted, use the ○ button to switch between cards.

password screen

If you manage to achieve a medal position during the game, you can save your progress without the use of a Memory card by using the password facility.

This screen shows your current password – make a note of it and keep it safe. When you play the game again, select PASSWORD from the OPTIONS menu then enter the password to make sure you keep medals already won.

To enter a password, use the Up and Down Directional buttons to cycle through the password symbols. Use the Left and Right Directional buttons to move along the row of characters. When the correct password has been entered, press the ✕ button to confirm.

best arcade times screen

Use the Left and Right Directional buttons to view the best arcade times set on each track.

best time trial times screen

Use the Left and Right Directional buttons to view the best time trial times set on each track.

playing the game

Whichever type of race you've chosen, the basic 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. Refer to the section headed WEAPONS AND POWER-UPS for more information. Weapon Grids are deactivated in a Time Trial.

PIT LANES

Recharge shield energy by flying into a pit lane. These are clearly marked striped areas.

WINNING MEDALS

When you're playing in ARCADE RACING mode, you'll win a medal if you finish in the top 3. 3rd place wins bronze, 2nd place earns silver and coming 1st will get you the coveted FX800 Race League gold medal. Medals are awarded for the track regardless of class.

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 ○ button to fire the weapon or the □ 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 □ 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

Fire in bursts of 3 from the front of the craft. Drain shield energy on impact. Rockets have terrain hugging capability but fire only in a straight line. Are carefully.



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 ○ button. To fire the missile backwards, press the ○ button and the Down Directional button together.



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.



PLASMA BOLT

When activated, a Plasma Bolt has to charge up before it fires. They destroy enemy ships on impact. However, they are not target seeking and are therefore difficult to aim.



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.

pausing the game

Press the START button to pause the game. Use the Directional buttons to highlight your choice from the Pause Game Menu and press the ✕ button to confirm.

CONTINUE

Takes you back to the game.

RESTART

Takes you back to the start of the current track. If you use this during an arcade challenge you will lose one of your 'Continues'.

QUIT

Abandons the race and returns you to the Main Menu. If you use this during an arcade challenge the whole series will be over.

AUDIO CONFIGURATION

When you select this option, you will be given a small sub-menu allowing you to select a music track or adjust the volume of music or sound effects. 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 Pause Game Menu by pressing the ✕ button.

music

"Hard Hitting"	Future Sound Of London
"We Have Explosive"	Future Sound Of London
"Landmass"	Future Sound Of London
"Breakbeat Ultralight & Instrumental Mix"	Fluke
"Bo"	Fluke
"Beat Up Beats"	The Chemical Brothers
"Leaps Of Faith"	The Chemical Brothers
"The Third Sequence"	Photek
"Tin Tank/Underworld Edit"	Underworld
"Firestarter (Instrumental)"	The Prodigy
"Canada"	Cash Stanaan
"Body In Motion"	Cash Stanaan

FEISAR audio

0'018"

discography

the future sound of london



Mutating from the dance world, FSOL's early classic single 'Papua New Guinea' signalled the start of something unique. Born to confound expectations, FSOL aim stratospherically high. Their debut album 'Lifeforms' was heralded as redefining electronic/dance/rave classical sounds and was accompanied by computer graphics, videos, WSN remote-japs ("death to rock 'n' roll") and musical terrorist tactics of awesome scale. Their last album 'Dead Cities' continues their quest to nail the unexpected.

underworld



Underworld are Rick Smith, Karl Hyde and Darren Emerson. They are a live techno act. Their last two albums "Dubnobasswithmyheadman" and "Second Toughest In the Infants", released by the independent record label Junior Boy's Own, sold over 100,000 copies. Their single "Born Slippy", featured in the film "Trainspotting", reached No.2 in the National charts in July '96.

For more information on Underworld call Jukes Productions: 0171 286 9032

the prodigy



The Prodigy are: Liam Howlett, who writes the music; Leeroy Thornhill, who dances; Keith Flint, who dances and shouts on "Firestarter"; and Maxim Reality, who MC's and shouts on "Poison". They are probably the most successful dance band in the world - the "Music For The Jilted Generation" album has sold over a million copies, while the "Firestarter" single went straight into the UK charts at Number One in March 1996.

Watch out for a new Prodigy single and album in the autumn of 1996!

the chemical brothers



As DJ's, remixers, and recording artists, the Chemical Brothers are out for the kind headed Brothers in rhythm, Tom Rowlands and Ed Simons, met in Manchester and, initially as the Dust Brothers, released three singles before releasing the 'Exit Planet Dust' album on Astralwerks.

Crashing through musical barriers, the Chems's soundscapes cover all bases: supa dupa hip hop + acid house + chunk funky beats + rock 'n' roll mentality. Stay tuned for a new LP in '97.

0'019"

discography

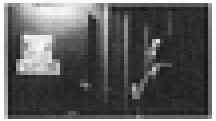
Fluke

LUKE AKE, THUMPER • JON4 • PHILLY •TECHNO INDIE OF EUGHTY• CUT. • THE BELLS •SUD •ELECTRIC GUITAR • GROOVY FEELING • SIX WHEELS ON MY WAGON BUBBLE • PEEL SESSIONS • BULLET •GTO • TOSH...AND ANOTHER F*%@•GLADIATOR BOMB • CONTACT. FLUKE @ fluke.demon.co.uk
Management 0161 964 4023



Photek

Born in St. Albans, 24 year old Rupert Parker, aka Photek, is one of music's dominators, intent on pushing his creativity to the outer reaches of possibility. Since the first release in 1992, he has gone on to release countless tracks under countless guises, the most recent at which being the groundbreaking and experimental drum and bass album, "The Hidden Camera", which is out now on Science/Virgin Records.



cold storage

CoLD STeRAGE is the in-house Playgroove studio where Tim Wright spends most of his waking hours and is the adopted name for all his electronic musical output. His published work spans the last six years, from 'Shadow of the Beast II' through 'Lemmings', 'Krazy Ivan', 'Wipeout' and contributions to 'Formula 1'''. His endeavours have earned him an award for best music in 1997 and numerous awards including a Golden Joystick for his work on Wipeout. He lists writing music for use on Manga Video and being featured on the "Future Music" cover-mount CD amongst his career highpoints, with a solo album release being his current major goal.



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"Hard Hitting" (performed by Future Sound Of London (edited by CoLD STeRAGE)

EXTRA MUSIC MIXES
"Eden"
"Warrior"
"Again"
"Terror"
performed by CoLD STeRAGE

MUSIC
"Hard Hitting" and "We have Explosive" appear courtesy of Virgin Records Limited and Dragons Breath. © MCMXCVII. ℗ MCMXCVII (Album) Sony Music Publishing

"Lunchmeat" appears courtesy of Virgin Records Limited and Dragons Breath Sony Music Publishing

"Ish" and "Wonderful (Dragons Breath Mix)" appear courtesy of Virgin Records Limited and So Ok Dan

"Feel My Bass" appears courtesy of Virgin Records Limited and (P)(MCMXCVII) Music Publishing Ltd.

"Loose Of Face" appears courtesy of Virgin Records Limited and (P)(MCMXCVII) BMG Music

"The Third Sequence" appears courtesy of Virgin Records Limited and (P)(MCMXCVII) BMG Music

"No Place Like Home(CoLD)" appears courtesy of Junior Boys Own and Warlock Holmes Music

"Frontline (Instrumental)" appears courtesy of XL Recordings and (P)(MCMXCVII) Virgin Music

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HINT LINE

Hints are available:

Within the US:	1-900-933-SONY (1-900-933-7669) $0.95 per minute pre-recorded information $1.15 per minute live representative assistance $4.95 for mailed out tips
Within Canada:	1-900-451-5757 $1.25 per minute (US Dollars)

For US callers, game counsellors are available Monday-Friday, 8AM-6PM, Pacific Standard Time. Automated Support is available 24 hours a day, 7 days a week.

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This hint line supports games produced by Sony Computer Entertainment America and Psygnosis Limited. No hints will be given on our Consumer Service line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

CONSUMER SERVICE/TECHNICAL SUPPORT/ORDER LINE

1-800-345-SONY
(1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation™ game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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