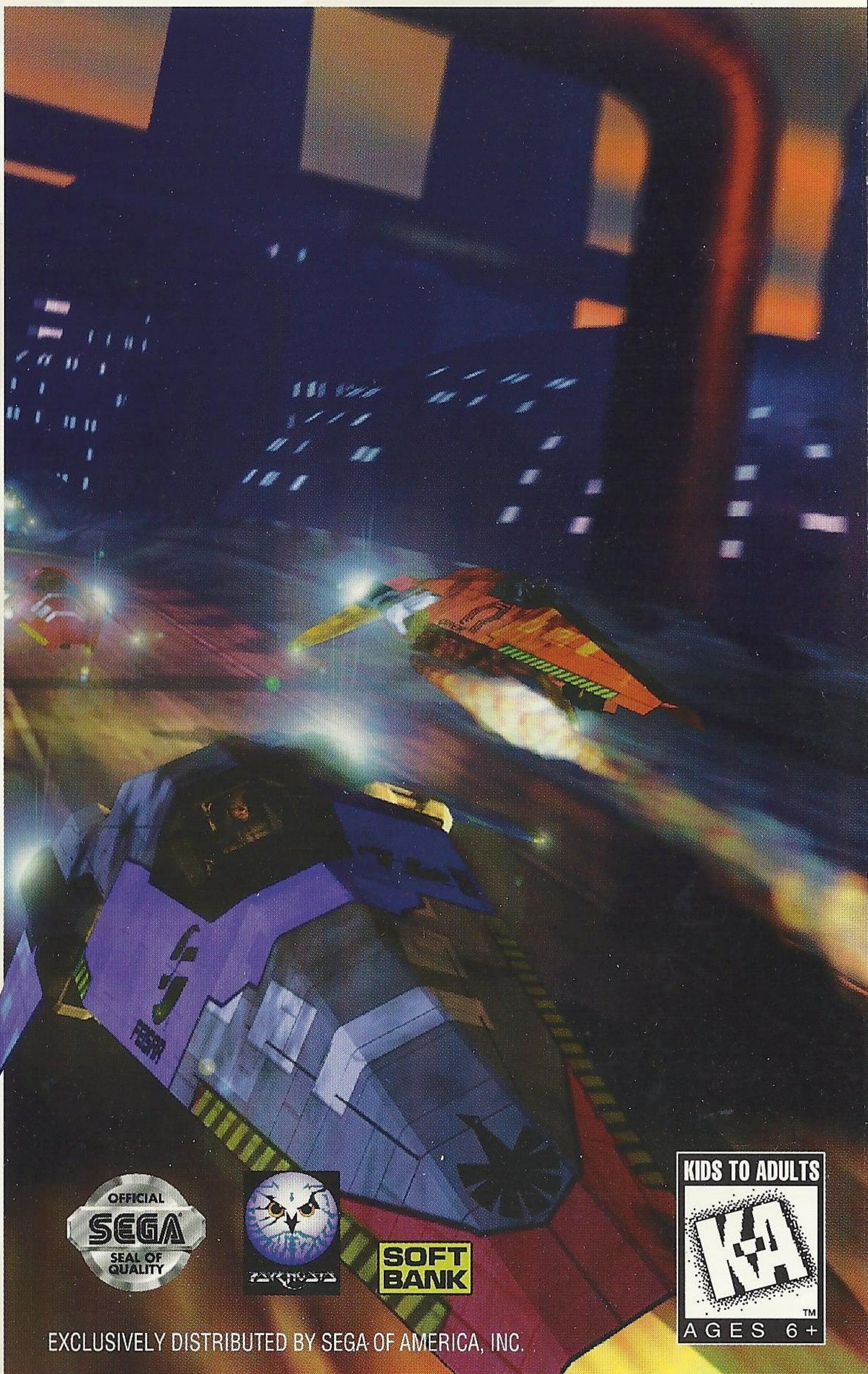
SEGA®

wipEout"™

TM

SEGA SATURN™



81211

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KIDS TO ADULTS

AGES 6+

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READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

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Starting Up: How to Use Your Sega Saturn System

This CD-ROM can only be used with the Saturn System. **Do not attempt to play this CD-ROM on any other CD player**—doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1.

2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.

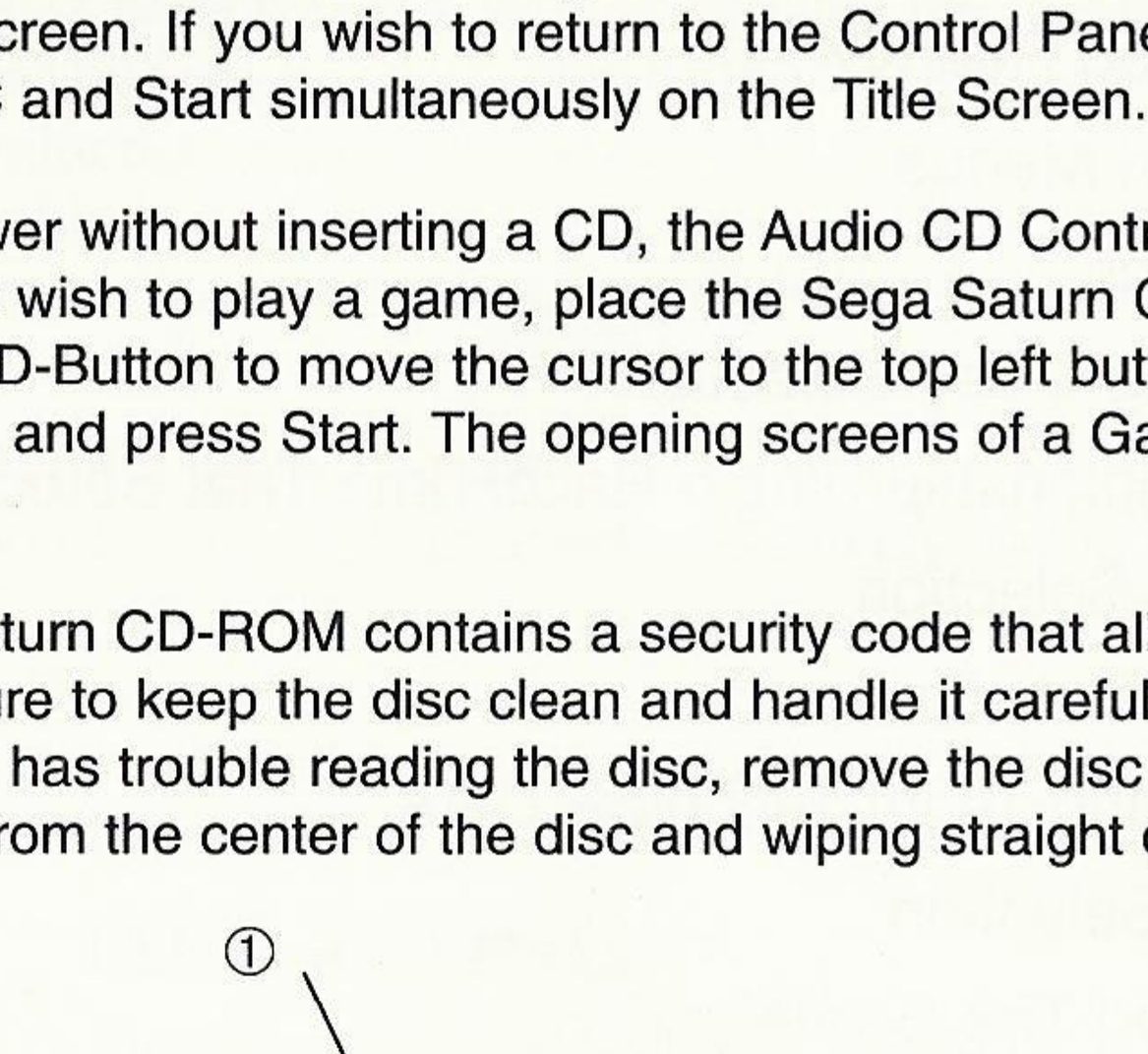
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.

4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously on the Title Screen.

5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out towards the edge.

① Sega Saturn System
② Control Pad 1



F-3600

ARE YOU READY?

It's 2052 AD... Anti-gravity racing has become the world's most popular sport. The F3600 Race League is where it's at. Tracks stretch across terrain in every corner of the world. Research goes on day and night in the quest to find the perfect race craft, the one that will travel further and faster than anything previously made.

It's big business - and you're on the start grid for the next race.

Pick a team to race for, take control of your high performance anti-gravity racer, then race the six huge circuits leaving the rest to sniff ozone.

The world's finest pilots are lining up to race for the biggest prize in sports. Can you compete?

GET READY FOR

wipEout"

BALLISTIC RACING.

OPTION MENUS

Before you can take your place on the track, you need to make a few choices about the game you are about to play.

WipeOut will offer you a number of menus before you play the game. Use the **D-Pad** on the Controller to highlight your choice, then press the **"B"** button to select it. To go back through the menus press the **"A"** button.

OPTIONS

- **Controller Configuration:** When you play WipeOut, the Controller controls will be at their default settings (see the section called 'Playing the Game' for a full breakdown of the controls). However, if you feel more comfortable using a different arrangement, you can select another configuration. Use the **D-Pad** to cycle through the pre-set configurations and press **"B"** to select the one you want. Remember that all instructions in this manual refer to the default setting.

- **Audio Configuration:** Press the D-Pad **UP** or **DOWN** to choose one of two variable options. You can choose SFX/Music which allows you to alter the balance between sound effects and music using the **D-Pad**. Select CD allows you to choose a particular music track, or a random selection using the **D-Pad**.

- **Best Times:** Press the D-Pad **LEFT** or **RIGHT** to cycle through the best times on all successfully completed tracks. To save your best times, select **Save** in the **Options** screen. Choose a file name (password) up to six characters in length and press **"B"** to save. High scores, lap times, extra cars and tracks are all saved.
  To reload the saved data, select the appropriate file/password and press **"B"**.

RACING CLASS SELECTION

There are two racing classes in WipeOut: Venom and Rapier. When you first play the game you will be in the Venom class - you will only be able to move up to the faster Rapier class when you have completed all six Venom tracks and finished at the top of the Championship points table.

CHAMPIONSHIP/SINGLE RACE/TIME TRIAL SELECTION

Press the D-Pad **Left** or **Right** to highlight the race type of your choice then press button **"B"** to select it.

Championship: Starting on the first track, you will attempt to finish in the top three to qualify for the next one. Points will also be awarded depending on your placing. If you finish outside the top three you will lose a life - you have 3 lives per track.

If you manage to complete all six tracks in the Venom class AND finish first overall on the points table, you will be able to move up to the tougher Rapier class.

Single Race: If you choose this option, you will be offered the Team Selection and the Pilot Selection screens followed by the opportunity to select a track by pressing the D-Pad **Left** or **Right**. There are six tracks in WipeOut. These are Altima VII, Karbonis V, Terramax, Korodera, Arridos IV, and Silverstream. You will compete against a field of pilots in a 3 lap race.

Time Trial: As in the Single Race, you can choose your team, pilot and track. All weapons are deactivated in a time trial.

Race against your own best times. You have no one to beat but the clock!

TEAM SELECTION

There are four major teams from around the world involved in the F3600 Anti-Gravity Racing League. Each team invests heavily in research and builds crafts to suit their own star drivers - the aim is always to blitz the course and leave the opposition in a cloud of blazing electrons.

At the start of each race there are 8 contenders on the track. These 8 are made up of 2 pilots from the 4 different teams.

Pressing D-Pad **Left** or **Right** to cycle through the four teams. Press **"B"** to select your chosen team. Remember that the race craft used by each team differ in specification. The Craft Statistics table will help you in your choice.

Team	Country of Origin	Engine Spec.**	Pilots
AG Systems	Japan	1200x2-RHT	John Dekka Daniel Chang
Auricom Research	USA/Canada	330x3-RHT	Arial Tetsuo Anastasia Cherovoski
Qirex	Russia	1700x1-SRHT	Kel Solaar Arian Tetsuo
FEISAR* Consortium	European	1400x2-SRHT	Sophia de la Renté Paul Jackson

***Federal European Industrial Science and Research**

****Brake Horse Power, number of engines, Reheat or Super Reheat**

Craft Statistics

Team	Accel.	Top Speed	Mass	Turning Circle
AG Systems	★★★	★★	★	★★
Auricom	★★	★★★	★★★	★★
Qirex	★	★★★★	★★★	★
FEISAR	★★★	★	★	★★★

Ship and team technical data

AG SYSTEMS™

Manufacturer	AG Systems International
Design Model	3240ii SRX
Engine Configuration	2x1200bhp - reheat
Engine Model	Falcon4 MkII
Stabilising Surfaces	Pro-Am PB90
Braking System	Pirhana2 - S.R.B.S. (Speed Responsive Braking System)
Weapons Control	AG Systems UK

AURICOM RESEARCH

Manufacturer	Auricom Reaserch Industries
Design Model	A.R. 2700 Model B
Engine Configuration	3x660bhp - reheat
Engine Model	Syrus 660 MkIV
Stabilising Surfaces	Pro-Am SR 640
Braking System	Pirhana4 - P.R.B.S. (Power Responsive Braking System)
Weapons Control	Xevious 4 Control Systems

FEISAR

Manufacturer	FEISAR
Design Model	LS-5600 MkIV
Engine Configuration	2x1400bhp - super reheat
Engine Model	Syrus 2800 MkII
Stabilising Surfaces	Pro-Am SR320
Braking System	Airflow220 - S.R.B.S. (Speed Responsive Braking System)
Weapons Control	FEISAR4 Armacall Computer

QIREX

Manufacturer	Qirex International
Design Model	Quantax Design Model 4
Engine Configuration	1x1700bhp - Super reheat
Engine Model	1700 PowerStation4
Stabilising Surfaces	Pro-Am PB90
Braking System	Airflow400 -P.A.B.S. (Power Assisted Braking System)
Weapons Control	Krakken 1 Weapons Deployment System

PILOT SELECTION

The pilots are highly skilled and very rich individuals. Bitter rivalries have developed and each is committed to the success of their team. Each team has 2 pilots in the race - a lead pilot and a second pilot.

Press the D-Pad to cycle through the two pilots. Press **"B"** to select your chosen pilot.

TEAM 1 — AG SYSTEMS™

LEAD PILOT		2ND PILOT	
Name	John Dekka	**Name**	Daniel Chang
Sex	Male	**Sex**	Male
Age	38	**Age**	29
Nationality	American	**Nationality**	Chinese
History	One of AG Systems finest test pilots	**History**	Defected communist test pilot
Height	6'0"	**Height**	5'8"
Weight	89.8 kilos	**Weight**	95.25 kilos
F3600 IDF	DEK200.0.0.11	**F3600 IDF**	Chan210.0.3.4

TEAM 2 — AURICOM RESEARCH

LEAD PILOT		2ND PILOT	
Name	Arial Tetsuo	**Name**	Anastasia Cherovoski
Sex	Female	**Sex**	Female
Age	22	**Age**	Unconfirmed
Nationality	Japanese	**Nationality**	Unconfirmed
History	Bitter rival and twin sister of 'Arian' Tetsuo of the Qirex racing team	**History**	Unconfirmed, but Kel Solarr, Lead Pilot of Qirex Team knows her secret
Height	5'3"	**Height**	5'11"
Weight	42.2 kilos	**Weight**	Unconfirmed
F3600 IDF	TETS304.3.1.8	**F36700 ID**	CHER347.12.23.75

TEAM 3

QIREX

LEAD PILOT

Name	Kel Solarr
Sex	Male
Age	40
Nationality	Russian
History	Expert in high speed flight and all weapons systems. Long term, mysterious rival with Anastasia Cherovoski of the Auricom Team
Height	6’4”
Weight	124.74 kilos
F3600 IDF	SOLA423.12.1.1

2ND PILOT

Name	Arian Tetsuo
Sex	Female
Age	22
Nationality	Japanese
History	Bitter rival, under dog and twin sister of ‘Arial’ Tetsuo of the Auricom racing team
Height	5’3”
Weight	43 kilos
F3600 IDF	TETS303.2.0.7

TEAM 4

FEISAR

LEAD PILOT

Name	Sophia de la Renté
Sex	Female
Age	22
Nationality	French
History	First woman to fly non-stop around the Earth in a single seater Anti-Gravity fighter
Height	5’10”
Weight	44.9 kilos
F3600 ID	Rent102.6.9.10

2ND PILOT

Name	Paul Jackson
Sex	Male
Age	36
Nationality	English
History	Unconfirmed
Height	5’9”
Weight	93 kilos
F3600 ID	JACK234.32.32.0

PLAYING THE GAME

Championship: If you choose to make an attempt at the championship, you will be taken to the first track in the Venom racing class.

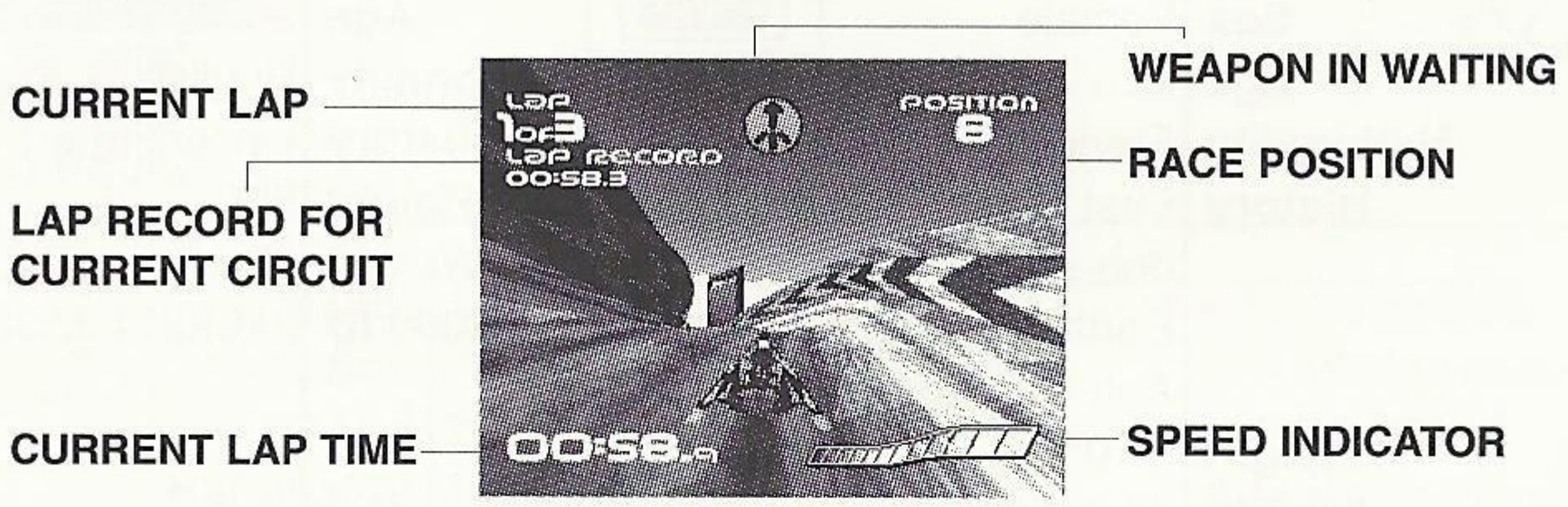
Single Race: If you choose a single race against a full field of pilots, you will be taken to your selected track.

Time Trial: If you choose to race against the clock and your own best times, you will be taken to the selected track.

The Game Screen

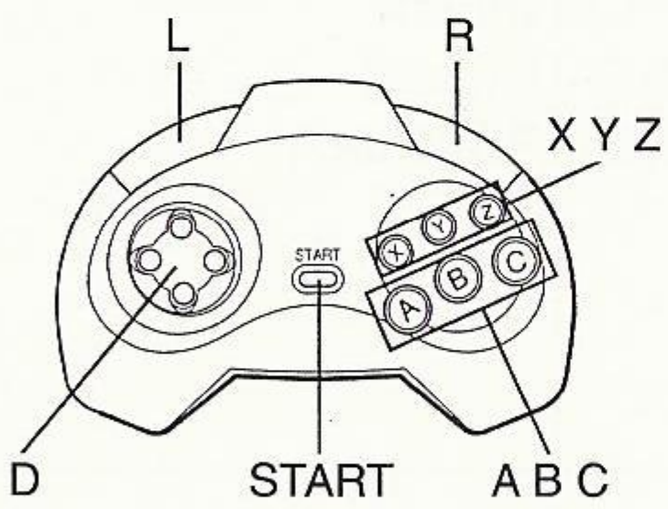
As you pilot your craft in the F3600 Anti-Gravity League, you will want to have some important pieces of information at your fingertips. The game screen will tell you which lap of the race you are on, your position in the race, the weapons you have picked up, fastest lap times and your own time, and the speed you are travelling.

You can choose to race with an internal viewpoint (this views the track from within the cockpit of your anti-gravity race craft), or an external view (this gives you a view just above and behind your craft). Choose the viewpoint you find most comfortable by referring to the section called 'Controlling Your Craft' below.



Controlling Your Craft

Default Controller Buttons



	Action
A	Toggle View
B	Acceleration
C	Deploy Current Weapon
X	N/A
Y	Toggle View
Z	N/A
L	Left Air Brake
R	Right Air Brake
D	Flight Control
START	Pause Game

These Controller controls are default settings which you can alter if you feel more comfortable using a different arrangement. You do this via the Controller Configuration Menu. Refer to the section headed 'Controller Configuration' if you would like to alter the controls.

Pausing The Game

Pressing the **START** button will pause the game. Once paused, you will be offered a menu which allows you to

- **CONTINUE** the game from the point at which you paused it.
- **RESTART** the game so you can begin a race again - you will also lose a life.
- **QUIT** the game completely.

You can also change the music by selecting **CD TRACK** and then using the **D-Pad** to change the track.

Use the **UP** and **DOWN** arrows to highlight your choice, then press **START**.

Weapons And Power-ups

Weapons are used by the Anti-Gravity racing craft to hinder the progress of opponents. All weapons are loaded onto the craft before the race but they can only be activated by flying over a Weapons Grid on the track. The Weapons Grids are brightly colored sections of track. Just one weapon can be activated at any one time. When you activate a weapon, it's picture will show at the top of the screen. When you use it, it disappears.

Weapons



Shield Stops enemy weapons affecting your ship. Each shield is subject to a time limit. When a shield is activated, you can't activate another weapon but you can pick one up.



Turbo Boost Speeds up the craft very quickly for a short period.



Mines These slow down the affected craft with each hit. They are released in batches of five, hovering for a few seconds before exploding automatically.



Shock Waves When affected by a Shock Wave, a craft will stall, shake and be difficult to control for a short period of time.



Rockets Fires from the front of the craft and causes an opponent to slow down on impact. Rockets have terrain hugging capability but fire only in a straight line. Aim carefully.



Missiles Similar to rockets, but with heat seeking capability. Wait for the missile lock symbol to appear over an enemy before firing.

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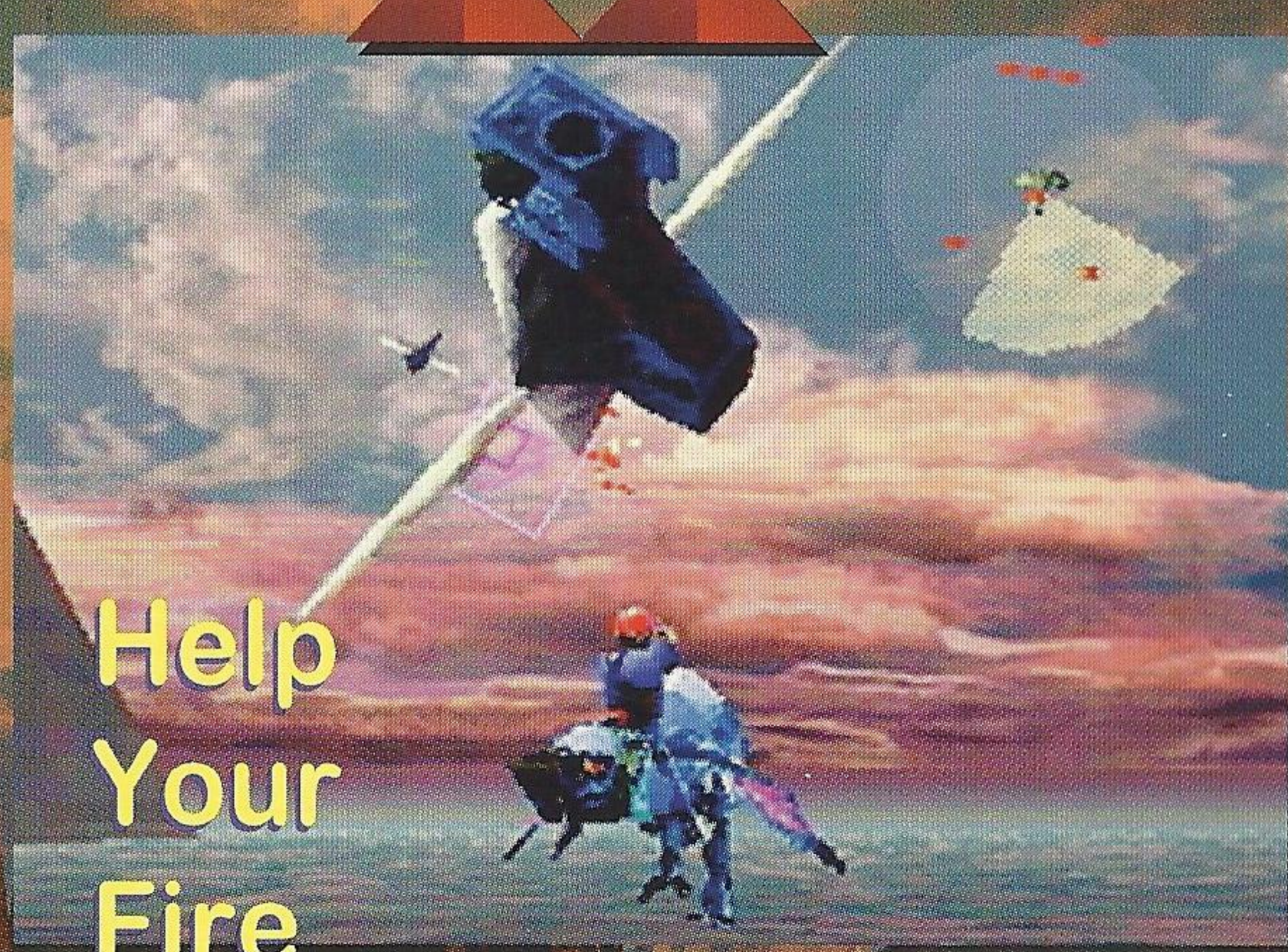
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PANZER DRAGOON II ZWEI™



Help Your Fire Breathing Friend Sprout His Wings... Then Go Fry Your Foe

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