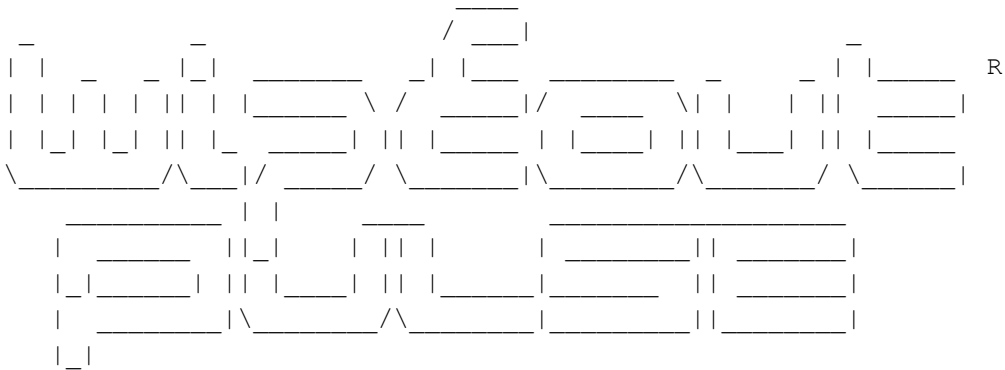


# WipEout Pulse FAQ/Walkthrough

by Hellfire X

Updated to v0.6 on Feb 22, 2008



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Dedicated to Rowena, my wonderful girlfriend, and to all the staff and members of WipeoutZone.

Note to Webmasters: I am NOT looking for any new hosts, so please do not e-mail me asking to host this guide. Permission will not be granted.

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```

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\\-\\-//                               **VERSION HISTORY**                               \\-\\-//
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```

0.6 - 22.02,08 - Guides for Talons' Junction to Metropia complete. Removed Zone Mode section as it would just have been a repeat of the track guide.

Circuits which can be used for Zone Mode have been indicated in the track guides. Harimau and Auricom packs added, as well as their respective grids

0.5 - 18.02.08 - Grids section added, as well as information on the Mirage and Icaras packs along with their respective grids

0.2 - 30.12.07 - Most empty sections filled in, circuit guides ready to be started. Racing Techniques and Mechanics section complete, as well as Game Modes, Unlockable Content and Controls. Soundtrack section updated to include information on uploading MP3s.

0.1 - 01.12.07 - As the game has not yet been released, the guide is only a skeleton of known information. Craft evaluations have been deduced solely from the stats and are likely to change when the game is released

[002]

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\\-\-//                               **E-MAIL USAGE**                               \\-\-//
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My e-mail address is open if you have any comments to make on the guide, such as if anything is missing, if something could be more concise, etc. Useful comments please, any flames and you won't be mailing me again. Please don't mail me with any questions on the game if the answer can be found in the guide, it will be ignored. I have revealed all I know about the game here. If it's not in the guide, I can't help you. On the other hand, if you'd like me to explain something a little more clearly, or if I have missed something, then by all means mail me. If it's something important you'll get a mention in the credits. But above all, DO NOT SPAM MY INBOX. This includes advertising, chain letters and any other useless junk that gets sent. To help avoid this, please do not add my address to your address book if you're in the habit of sending junk like this.

Please do not e-mail me asking for the download packs. They are obtainable from the PlayStation Store, and this time you have to pay for them. I paid my money to use them, you can too. Any emails asking for them will be blocked. Also, if I receive ANY emails asking for hacks or cheats for online play, you will be immediately blocked and reported to Studio Liverpool and SCEE. I do not condone any sort of online cheating and those that do deserve to be banned from the network permanently. People that cheat online have no place in the online gaming community and ruin it for everyone else who plays fairly.

[003]

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\\-\-//                               **INTRODUCTION**                               \\-\-//
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In 2197, professional AG Racing returned following a long absence. The FX300 heralded the return of the once most popular sport in the world, and it instantly returned it to its rightful position. Now, 10 years on, AG Racing has gripped the world once again, with both the FX350 and FX400 leagues providing entertainment to a worldwide audience. New circuits in locations all around the world and the inclusion of the new Mag-Lock technology are set to make this the most exciting year in the history of the sport.

Welcome to Wipeout Pulse

[004]

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\\-\\-//                               **CONTROLS**                               \\-\\-//
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D-pad/Nub left/right - Steers craft  
D-pad/Nub up/down - Tilts nose down/up  
Circle - Absorb weapon  
Cross - Thrust  
Square - Fire weapon  
Triangle - Look backwards  
L/R - Left/Right airbrakes  
Start - Pause game  
Select - Cycle viewpoints

NB: Wipeout veterans will notice that the absorb/fire buttons have been switched from previous games. It is highly recommended that you switch fire to circle and absorb to square if you have had any experience with Wipeout games prior to Wipeout Pure.

Wipeout Pulse has two airbrake settings, Single and Dual. The Dual setting is the default, and is shown above. The single airbrake setting assigns the R button to airbrakes and the L button to sideshift. The brake/shift is applied in the direction you are steering. Personally I find this very restrictive, and it is highly recommended you stick with Dual brakes. Veterans should always use Dual.

[005]

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\\-\\-//                               **GAME MODES**                               \\-\\-//
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\\// :RACE CAMPAIGN: \\//
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This is the single player campaign mode. Work your way through each grid, unlocking new content and building up your loyalty points as you go. Each grid segment consists of one of the main game modes. Earn 3 points for a gold, 2 for a silver and 1 for a bronze on each segment, and reach the required points total to unlock the next grid. The grids will also keep track of the AI difficulty that you achieved your best scores/times on.

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\\// :SINGLE RACE: \\//
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Pick a track, pick a craft, pick a class and engage in a single race against seven other AI opponents. Difficulty can be selected prior to the race to suit your own ability

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\\// :TIME TRIAL: \\//  
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No AI opponents to worry about, it's you against the clock in an attempt to clock the fastest lap and race times for the track. You receive one turbo item per lap, so make good use of it to reduce your times as much as possible. Your craft has unlimited energy in Time Trial so you don't need to worry about blowing up.

```
\\// :TOURNAMENT: \\//  
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Tournament mode rewards the consistent racer. All the same options are available as for single race, but this time you can select anything up to 24 tracks to race on in a league-based tournament. Earn points for your position at the end of each race, and the pilot with the most points at the end wins the tournament. The winner of a race receives 8 points, 6 for second, 5 for third, all the way down to 0 for last place. Of course, you receive no points if you are destroyed.

```
\\// :ZONE MODE: \\//  
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```

The daddy from Wipeout Fusion returns once more. Take a seat in the Zone craft, pick a track and hang on for as long as you can. The thrusters are stuck on full and every 10 seconds it gets a bit faster. All you have to do is guide the craft around the track for as long as possible before it eventually blows up. Perfect laps and perfect zones will really get your score up.

```
\\// :SPEED LAP: \\//  
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Free Play from Wipeout Pure has been replaced with Speed Lap. Like Time Trial, you are on your own against the clock with unlimited energy, but race time doesn't matter here. All you are out to do is to get the best lap time you possibly can. You have 7 laps to do it in, and like Time Trial you will receive a turbo each lap. As you have so many laps to do it is also the ideal mode to get used to a new track.

```
\\// :ELIMINATOR: \\//  
//\\=====//\\
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An old favourite from Wip3out returns. Like Single Race, you are up against seven other AI opponents on a track and class of your choice. Only this time the race doesn't matter. You are out there to blow up as many of your opponents as you can. All weapons are much more powerful and the turbo, autopilot and shield are no longer available. Two more weapons are also added to the arsenal with which you can demolish your opposition. If a craft is destroyed (including yours) it will be respawned with full energy. Absorbing weapons will not restore your shield energy, instead a shield will be activated for one second. The only way to restore energy is to complete a lap. The first player to reach the target number of kills wins. I personally am no fan of Eliminator, as most races tend to be almost entirely luck-based.

\\// :ONLINE: \\//  
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A brand new mode to Wipeout Pulse and the one that everybody has been waiting for. Online mode allows you to play other players from around the world via infrastructure. All you require to participate is a Playstation Network ID. Single Race and Tournament are available online. Please note that race and lap times, as well as loyalty points, are not recorded in online play. Also, the craft from the download packs will not be available to use online.

[006]

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\\-\\-// \*\*RACING TECHNIQUES AND GAME MECHANICS\*\* \\-\\-//  
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A lot of this section is taken from my Wipeout Pure guide as it is equally applicable in Wipeout Pulse

\\// :BASIC RACING LINE: \\//  
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Learning the track is one thing, learning the racing line is completely different. If you know the track, you can direct your craft around it. If you know its racing line, you can get around it in a much faster time and with fewer crashes and collisions. A racing line is the line you need to take through a corner to allow you to take it in minimal time, and also to set you up for the next corner.

The best place to test our your racing lines is in Speed Lap mode. Once you have learned a circuit, you can practice exiting particular corners in order to set yourself up perfectly for the next. For example, the last section of Talon's Junction White include a fairly shallow left immediately followed by a sharp right hairpin. Normally when taking a turn you would try to turn the craft as little as possible to maintain your speed, which would involve starting on the outside, moving over to the inside as you pass the apex, then moving back to the outside as you exit. If you do that with this first corner, you will end up on the left hand side coming into the hairpin and you'll have no way of entering it without crashing or slowing down dramatically. The racing line you need to take through these corners requires you to move over to the left upon exiting the first corner so you can actually take the second. Chicanes are another type of corner series that require knowledge of the racing line. You need to use the apex of each turn in the chicane as a sort of slalom marker, keeping the turns as straight as possible. Weaving over to the outside will slow you down somewhat. If the chicane is very shallow, it may be possible to see a straight line through without the need to turn. In this case, you can easily see the racing line and perfectly illustrates how you need to be able to take the sharper versions.

The effect of gravity on sloped sections of track can also have an effect on the racing line, but that will be explained later.

\\// :SHIELD ENERGY: \\//  
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Your shields are what will keep you alive on the AG circuit. The white bar

below the green thrust indicator shows you the status of your shields. Any form of impact will drain shield energy. Hitting a wall or another opponent will produce a slight loss whereas a weapon impact will reduce it much further. Obviously craft with a higher shield stat will lose energy at a slower rate than those with lower stats. When your shield energy is reduced to 15%, your computer will say "Energy critical" and your energy bar will begin flashing red. This is an indicator to absorb some weapons quickly. A warning beep will also inform you of your shield's low status. Get reduced to 5% and the beeping will become quicker. Once your shields are reduced to 0%, one more hit will destroy your craft.

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\\//      :ABSORBING WEAPONS:  \\//  
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When you receive a weapon, you can choose to fire it or absorb it. Absorbing a weapon results in it being used to slightly recharge your shields. This adds a more tactical approach to using weapons when you have the option of repairing damage as well as dealing it. If your shields are low, it is highly recommended that you absorb weapons rather than fire them, even if your opponent is in clear view. Better safe than sorry.

As a side note, the Quake and Plasma weapons tend to restore more energy than other weapons when absorbed.

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\\//      :USE OF THRUST:      \\//  
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Quite frankly, you'll want to have the thruster hammered down throughout the circuit, but there are times where this can be tantamount to suicide. If you are racing a heavy craft, letting up on the thruster when taking a sharp corner will allow you to turn more sharply, and combining this with the airbrakes (explained later) will allow you to turn as sharply as any lightweight. Letting up on the thruster will also let you go over elevated sections without gaining too much height, which is especially useful when it is followed by a corner. Even so, completely letting up on it isn't recommended as you'll lose too much speed, quick releases of the thruster are all that's needed.

```
\\//      :AIRBRAKES:         \\//  
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Airbrakes are your absolute saviour on the faster speed classes and the more technical tracks. You have two airbrakes, one on either side of your craft, which are activated by the corresponding shoulder button (unless you've opted for the single brake setup). One function of the airbrakes is to slow the craft down. This is ideal if you find yourself going too fast over a jump or if your craft has become unbalanced, as slowing down will reduce your altitude and balance the craft again. Don't get overly hooked to this method though as the speed reduction is severe. The main function is to use each airbrake to aid your turning. For example, hitting the left airbrake will slow the left side of the craft causing it to veer over to the left. Turning left while using this will dramatically decrease your turning circle at the expense of a little speed. Most turns only need light tapping of the brakes to aid passage, only the sharpest hairpins require holding the brake. Opposite braking (a popular and extremely effective technique in previous games) involves hitting the opposite airbrake to your turning direction, which will cause the craft to laterally shift in the direction of the brake. However, this isn't particularly effective in Pulse as it has been superseded by the sideshift, which will be

explained next.

In the hands of a skilled pilot, even the heaviest craft can navigate the most technical circuits with ease using the airbrakes adequately

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\\// :SIDESHIFT: \\//  
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Sideshifting is a new feature to the Wipeout series. Double tapping one of the airbrakes will cause your craft to laterally shift in that direction. This is a very useful technique for sharp corners and hairpins as it allows you to correct your racing line if you have taken the corner too wide, you can simply shift back over to the inside. Chicanes are the ideal place to use this technique as you can shift from side to side to aid your navigation through. Using the Dual brakes as opposed to the Single brake will allow you to shift in the opposite direction to your turning direction, allowing you to turn early and shift into a corner.

```
\\// :BARREL ROLL: \\//  
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Barrel rolling is a quick and easy way of getting a speed boost from a jump. As your craft leaves the track following a sufficiently high jump, pressing left-right-left or right-left-right on the D-pad or nub will cause your craft to barrel roll. This technique will drain a little energy from your shields and divert it to the thruster. Upon landing, you will receive a speed boost. As long as you have enough shield, you should attempt to barrel roll whenever the opportunity presents itself. Be careful though, if you attempt to barrel roll off of a jump that is too low and you do not complete the roll, your shield energy will still be slightly drained but you will not receive the speed boost. The barrel roll may not work if there are a lot of other craft on the screen due to input delay.

```
\\// :PITCH CONTROL: \\//  
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The pitch control alters the altitude of your craft's nose while airborne. You need to make sure when you land that the craft is absolutely level with the track. If it isn't, you run the risk of cartwheeling and ending up either on your side or on the roof. Raise the nose if you have come off of a jump too slowly and you are nose diving towards the track below. If the jump is okay, you need to really lower the nose as you land or the craft will rear up. This is only really noticeable when you barrel roll and on faster speed classes. Pressing Up on the D-pad or nub lowers the nose and pressing down raises the nose.

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\\// :EFFECTS OF GRAVITY: \\//  
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As you navigate the circuit, the craft will feel the effects of gravity as they travel over sloped and undulating sections of track. If the track is sloped from one side to the other, the craft will slide down the track to the lower side. This is a real benefit in corners as the gradient of the track will aid your line around. If the corner is sloped towards the inside, you should stay nearer to the centre of the track rather than move over to the inside, and you'll also need to turn less aggressively.



\\// :MAG-STRIPS: \\//  
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A brand new addition to Wipeout Pulse, the Mag-strips add a new dimension of racing to the Wipeout circuits. They are indicated by dark blue sections of track. Going over one will magnetically anchor your craft to the track, allowing the craft to navigate features such as corkscrews and loops without falling off the track. While on a Mag-strip, all navigational controls remain the same and the craft is no longer affected by gravity. Mag-strips can also be used on undulating sections to keep the craft from launching off the track, which can also prevent barrel rolling.

\\// :TURBO START: \\//  
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A mechanism that has worked its way into many racing games. While on the grid, wait for the exact moment the announcer says "go". When she does, hit the thruster and you'll activate a turbo as you leave the grid. A great way to keep up with the rest of the pack at the start of a race and also shaves some time off of a time trial too.

\\// :AI DIFFICULTY: \\//  
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For the first time in the Wipeout series, the AI difficulty can be adjusted to suit your ability. The Easy AI are a cakewalk, very slow and very timid with weapons. A good way for beginners to introduce themselves to the game. Medium Ai are what you would expect from previous games, a fairly decent challenge in both racing speed and weapon usage. The Hard AI is a different story. Recommended for experts only, Hard AI opponents are extremely aggressive, pounding you with every weapon they can lay their hands on. They can also navigate a course very easily, requiring you to get a very consistent racing line in order to beat them.

\\// :QUICK LAP: \\//  
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A commonly known trick but included here for completion's sake. In Time Trial and Speed Lap you are given one turbo per lap to help you improve your lap and race times. This comes in handy when you are after a good lap time in particular, as if you activate it right before you cross the line, the effect of the turbo carries into the next lap. And of course, you will pick up another turbo as soon as you cross the line, effectively giving you two turbos in one lap. There are several tracks where this is not an effective strategy though, so be careful.

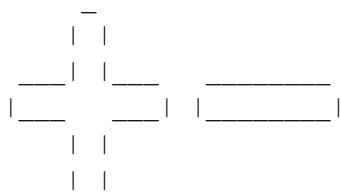
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\\-\\-//	**WEAPON SYSTEMS**	\\-\\-//
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\\// :LEECH BEAM: \\//

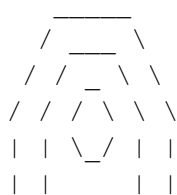
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First seen in Wip3out as the energy drain, and then again in Wipeout Fusion as Xios' shield drain, the leech beam makes its return in Pulse under a new name. Once picked up, a lock-on cursor will appear over the nearest craft. Activating the weapon will steadily drain the shield energy of the target and will use it to replenish your own shield energy. The link remains open for five seconds and will continue to drain energy even after your own shield is full. In Eliminator mode, the leech beam will remain active until the target is destroyed, making it an instant-kill weapon as long as the target is in range

\\// :AUTOPILOT: \\//

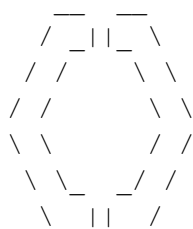
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Every pilot's friend on a technical circuit, the autopilot will take control of the craft out of your hands for a few seconds and expertly guide it through even the trickiest of corners. Unlike the one in Pure, the autopilot goes back to its early game roots in that you cannot pick up or use weapons while it is active, and it can be deactivated early if you so wish.

\\// :SHIELD: \\//

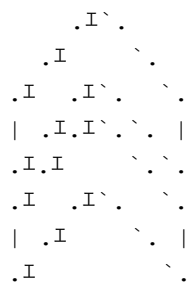
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In a race where weapons are flying about like they're going out of fashion, this will save your backside on many occasions. Activate the Shield to render your craft totally invulnerable to damage for a few vital seconds. Weapons can be picked up, used and absorbed while the shield is active. However, it will not allow you to barrel roll without using up energy, it will only protect you from physical damage. Always fun to have one of these in reserve just as an opponent drops a Quake.

\\// :TURBO: \\//

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A simple but effective powerup, the Turbo does exactly what it says on the tin. Activate to gain a speed boost. Couple these with a barrel roll and you'll cover a lot of ground. Try to restrict use of these to straight sections though, using one in a corner will likely result in you slamming into a wall and heavily damaging your shields.

\\// :ROCKETS: \\//

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The rockets are simple, yet fun, weapons that are very easy to use. Upon activation, three rockets will shoot along the track in a W formation. Due to the spread, they will more often than not hit their target. On their own, they won't do a lot of damage, but launch them at point blank behind someone and they'll really pack a punch. The ideal place to use them is on an open section, as the shock will more than likely push them over the edge. They are also effective in tight corners by slamming your opponent into the wall

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\\// :MISSILE:  \\//
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The weapon of choice for taking out a single target at long range. Picking up a missile will activate a targeting reticule on the HUD and will attempt to lock on to the nearest target. Once a lock is acquired, trigger it to send a single missile chasing after them. While its turning circle isn't particularly impressive, it is able to ricochet off walls which considerably increases its effective range. It will explode on its own after a few wall impacts without hitting a target. They can also be fired blind if you can't lock on to an opponent. The arcs of each ricochet mean that the missile will have a blind spot in which it can be avoided, which is usually along the apex of a corner.

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\\// :PROTON CANNON:  \\//
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Returning from Wipeout Fusion, the cannon is a unique weapon in that it is ammunition based rather than a one-shot weapon. When picked up, 30 rounds will be available to use. Holding down the fire button will shoot the rounds straight forward from the nose of the craft. The rounds do very little damage, but prolonged impact will slow and disrupt the craft it hits. When absorbed, the cannon will return a proportion of energy equal to the number of remaining rounds. If you only have one round left, virtually no shield energy will be restored if it is absorbed. The cannon will remain active until either all the rounds are expended or it is absorbed. No other weapons can be picked up until then.

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\\// :PLASMA BOLT:  \\//
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The ultimate in precision damage. The plasma bolt has always been one of the most feared weapons in Wipeout, and rightly so. When activated, a large purple sphere will charge up for one second at the front of your craft before being thrown down the track in a straight line. Anything it hits will

suffer horrendous shield damage. They are very tricky to use because of the charging period, but on straights they can become deadly. If you are hit by one of these, you may find yourself desperately absorbing everything you find. Plasma bolts also seem to restore more shield energy when absorbed than most other weapons.

\\// :QUAKE DISRUPTOR: \\//  
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If the plasma bolt is meant for precision, the quake is meant for blanket carnage. Completely indiscriminate, unleashing one of these will send a huge wave of energy down the track, slamming anyone it hits into the track and bringing them to a near halt. It also has a very long range, so it is the ideal weapon to use if you are languishing near the back of the pack. Of course, the AI can also use them. There's not much you can do if you hear one of these coming if you don't have a Shield, but you may be able to outrun it on the faster speed classes. If you're a long way in the lead and you just want some fun, turn around and fire to send it back down the track, straight into the faces of your opponents.

\\// :MINES: \\//  
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If someone is harassing you from behind, drop a cluster of these things in their face. The mines are ideal for keeping your opponents out of your racing line, and more importantly, off of speed pads or weapon pads. On activation, five explosive mines are released from the rear of the craft and remain in place either until someone hits them or for about five seconds. Individually they aren't too effective, but someone ploughing through all five will take moderate damage and will find themselves slowed to a crawl. Depending on your circumstances, you can use Mines in two ways. You can either lay them in a straight line to try and get a pursuer to run through the whole lot, or you can weave across the track and lay them in a scattered formation, disrupting a small group. Be careful, unlike previous games, your own mines can damage you. If you end up leaving the track after laying some mines and end up behind them again, they will explode just like they would for any other craft.

\\// :BOMB: \\//  
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When Mines won't do, bomb them. Far more powerful than the mines, this thing will blow your opponents clean out from under you if they get too close. Activate to drop a high explosive bomb from the rear

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of the craft. Contact will lead to a moderately damaging explosion that will unceremoniously slam the unfortunate opponent into the nearest wall, or indeed off the track if there is an open section. Unlike in Pure, bombs do not stay in place for the whole race and will self detonate after a while if no one hits them. They can be destroyed by most weapons, however, unlike Pure this time you can trigger your own bombs. Also, dropping bombs at point blank range is no longer recommended, as the blast will slow you down as well

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\\// :SHURIKEN: \\//
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The first of the Eliminator-only weapons, the Shuriken is a newcomer to the series. Activating will send a razor sharp disc shooting down the track, ricocheting off of the walls before exploding after a short while. Good for hitting several craft at once, but doesn't deal a lot of damage.

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\\// :REPULSOR: \\//
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```

An extremely powerful weapon and the second of the Eliminator-only lineup. Activating the Repulsor will charge up an energy ring around your craft before sending out a radial blast of energy with quite a decent range. Anything it hits takes major damage and is slammed into the nearest wall unless they are directly in front or behind. Get one of these in Eliminator and you can guarantee you'll pick up a few kills

[008]

```
=====
\\-\-// **MANUFACTURERS** \\-\-//
//-\-\ \=====//-\-\
```

Please be aware that the downloadable craft cannot be used online. This is due to a late bug that could not be fixed in time.

The backstories given in each team section are the official backstories on the Wipeout Pulse website. All these were written by Rob Foxx.

```
\-\- / **MAIN LINE-UP** \-\- /
 /-\-\ \===== /-\-\
```

```
\\// :FEDERAL EUROPEAN INDUSTRIAL SCIENCE AND RESEARCH: \\//
//\ \=====//\ \
```



```

SPEED      - | | | | | | | | | | | | | |
THRUST     - | | | | | | | | | | | | | |
HANDLING   - | | | | | | | | | | | | | |
SHIELD     - | | | | | | | | | | | | | |

```

```

ORIGIN      - Japan
LIVERY      - Red and White
ESTABLISHED - 2017
FIRST SEEN  - WipEout (F3600)

```

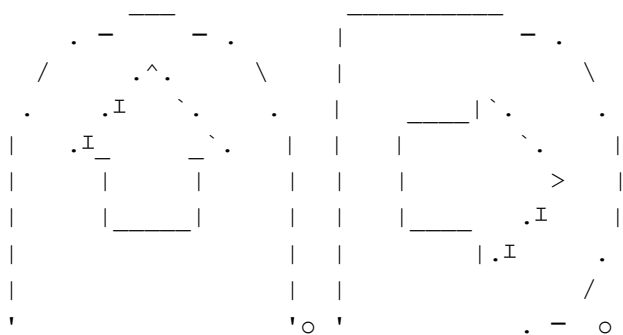
AG Systems have finally turned the corner after spending the best part of a decade fighting for the scraps in the FX300 League. Their strong performance in the FX350 class events, coupled with confidence inspiring pre-season testing for the FX400 League show that their 2206 FX300 Championship title was no fluke (well, unless you count the fact that they were originally runner-up to Triakis, who were later disqualified). As one of the longest running operations in the history of the sport, the Japanese team look poised to continue their resurgence when AG Racing goes global for the 2207 season of the FX400 League.

While the FX300 craft may have been a bit of a meek affair, the latest incarnation is a much more aggressive animal. While it is only a little faster than the FEISAR, its thrust and handling are both very good, making it an ideal step-up from the FEISAR if you want something with a little more speed. And unlike the FX300 model, the shields are respectable too.

```

\\//      :ASSEGAI DEVELOPMENTS:    \\//
//\\=====//\\

```



```

SPEED      - | | | | | | | | | | | | | |
THRUST     - | | | | | | | | | | | | | |
HANDLING   - | | | | | | | | | | | | | |
SHIELD     - | | | | | | | | | | | | | |

```

```

ORIGIN      - Unted African Nations
LIVERY      - Ochre and Light Blue
ESTABLISHED - 2113, acquired by Piranha Advancements in 2150 before reforming
              in 2181 after being released by Piranha
FIRST SEEN  - Wip3out (F7200)

```

Continuing in their tradition of producing craft with exceptional handling characteristics, the Assegai team have managed to improve the top end performance for their FX350/FX400 chassis too. Another welcome improvement is a minor upgrade to the shield durability over the FX300 craft, which means that Assegai fans can be confident of seeing strong performances at the head of the

pack in 2207 and beyond.

The latest version of the Assegai craft takes a nod back to its F7200 predecessor. Its speed and thrust are both decent, but for a craft with this sort of top-end speed, it has a very high handling rating, making it a very good all-rounder, able to navigate technical circuits as well as holding its own out in the open. However, the tradeoff to such good all-round performance is that its shields are sub standard, making this a less than ideal combat craft and an easy target in combat heavy races.

```
\\//      :EG-X TECHNOLOGIES:   \\//  
//\\=====//\\
```

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      | _____ |  
      | _____ |
```

```
SPEED      - | _ | _ | _ | _ | _ | _ | _ | _ |  
THRUST     - | _ | _ | _ | _ | _ | _ | _ | _ |  
HANDLING  - | _ | _ | _ | _ | _ | _ | _ | _ |  
SHIELD     - | _ | _ | _ | _ | _ | _ | _ | _ |
```

ORIGIN - China/Finland  
LIVERY - Maroon and Yellow  
ESTABLISHED - EG.r Unknown, Xios 2135. Merged in 2172  
FIRST SEEN - Separate teams in Wipeout Fusion (F9000). First seen merged in  
 Wipeout Pulse (FX400)

Formed in 2172 when F9000 League superpowers Xios and EG.r merged, EG-X was something of an unknown quantity going into the inaugural season of the FX350 League. It turned out that they were more than ready to go racing though, scoring a number of high placed finishes with relative ease for a team that did not contest in the FX300 League. Opting not to release data from pre-season testing for the FX400, the performance of the EG-X chassis has only been seen by those quick enough to catch a glimpse of the sleek ship as it was put through its paces. What was obvious without the data is that the craft is fast out of corners and appears to have a good top speed too. So look for this dark horse partnership between China and Finland to be strong contenders at the front of the grid.

EG-X go to even greater extremes than Assegai. It is an incredibly fast machine, with a very good top speed and an even greater thrust, making it very quick off the mark and able to leave other craft in its dust. However, like Assegai, its shields are paper thin and it also has quite heavy handling. As a result this isn't one you should try until you have had some practice with the airbrakes. You'll need to use its speed to keep out of combat.

```
\\//      :PIRANHA ADVANCEMENTS:  \\//  
//\\=====//\\
```





```

SPEED      - | | | | | | | | | | | | | |
THRUST     - | | | | | | | | | | | | | |
HANDLING   - | | | | | | | | | | | | | |
SHIELD     - | | | | | | | | | | | | | |

```

```

ORIGIN      - Russia
LIVERY     - Purple and White
ESTABLISHED - 2041, acquired by Tigron Enterprises in 2149 before reforming
              in 2179 under Feliks Levovich following the collapse of Tigron
FIRST SEEN  - WipEout (F3600)

```

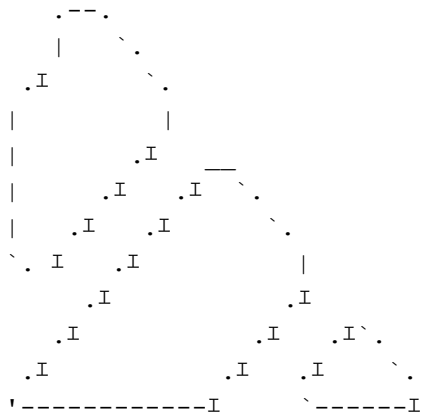
With massive investment in bleeding-edge facilities at their base on the outskirts of Moscow, Qirex, the Russian powerhouse of the early days of AG Racing, are poised to make a strong return to the front of the grid in the new FX400 Racing League. Director of Operations Feliks Levovich is set to field the talented young pilot Nadia Elenova in an attempt to steal the thunder from bitter rivals Auricom. To quote Levovich himself in a recent interview: "Our rivals should prepare themselves for a high-speed revolution. Qirex are back where we belong. In front."

Back in the Quantax craft for the first time since the F7200, Qirex are looking to rejoin the heavyweights with this brutish craft. While it tends to take a while to get going due to its heavy mass, it will reach a very respectable top speed and is also quite easy to handle. It also has very strong shields, allowing it to take considerable punishment too. Some knowledge of the airbrakes will be needed to handle this one, but it is a very good all-rounder nonetheless

```

\\//      :TRIAKIS INDUSTRIES:  \\//
//\\=====//\\

```



```

SPEED      - | | | | | | | | | | | | | |
THRUST     - | | | | | | | | | | | | | |
HANDLING   - | | | | | | | | | | | | | |
SHIELD     - | | | | | | | | | | | | | |

```

```

ORIGIN      - Australia
LIVERY     - Camo Green
ESTABLISHED - 2132
FIRST SEEN  - Wipeout Pure (FX300)

```

Triakis, keen to put the controversy of the 2206 season behind them, will

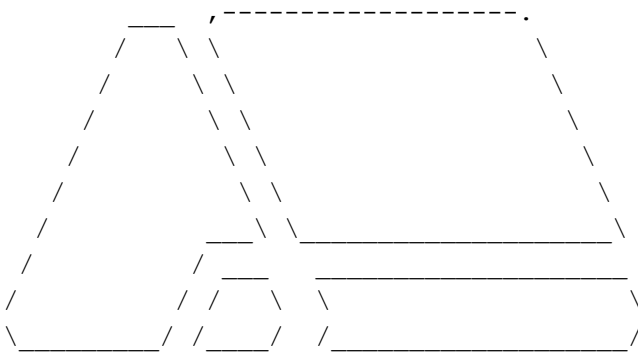




The new Auricom entry is a fantastic craft, and that's not doing it enough credit. It's a fast beast, able to keep up with the high-end craft, and it's pretty heavily shielded too. Its main advantage over the heavyweights though is its slightly higher thrust value, making it quicker out of corners and off the grid. What is very surprising though is that it handles very well for a craft that is only supposed to have a rating of 6, which goes to show that not everything is immediately apparent just from looking at the stats. Certainly a new favourite and I can see this being a popular choice for single player and ad-hoc multiplayer.

Auricom is available now from the Playstation Network in the Auricom Pack, costing £1.99. Please be aware that Auricom cannot be used online.

```
\\//      :MIRAGE ANTI GRAVITY EXCELLENCE CENTRE:    \\//
//\\=====//\\
```



```

- - - - -
SPEED   - |_|_|_|_|_|_|_|_|_|
THRUST  - |_|_|_|_|_|_|_|_|_|
HANDLING - |_|_|_|_|_|_|_|_|_|
SHIELD  - |_|_|_|_|_|_|_|_|_|
```

```

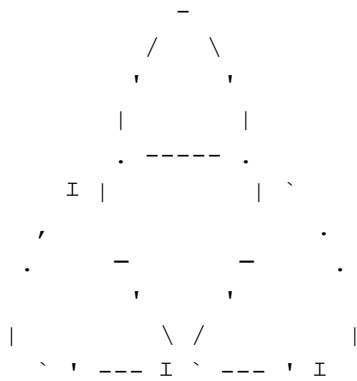
ORIGIN      - United Arab Emirates
LIVERY      - Green
ESTABLISHED - 2202
FIRST SEEN  - Wipeout Pulse (FX400)
```

Formed in 2202 by the wealthy sand baron Sheikh Mani Zayed, the Mirage team will take the Mantis chassis perfected at the Mirage Anti-Gravity Excellence Centre (MAGEC) outside Dubai, and field elite pilots who have graduated from the centre's developmental programme. The Mantis craft appears to be the most balanced of all of the teams, performing strongly in top speed, acceleration, handling, and shields, it's the kind of race craft where the pilot can make a the difference. With the Mag Strip track technology also being a product of the MAGEC development labs, expect Mirage to get off to a quick start in the FX400 League; especially after their strong showing in pre-season testing and clinical performances in the FX350 League events.

If you want the ultimate all-rounder, Mirage fits the bill perfectly. With straight 8s in all categories, this craft will satisfy everything you require of it. It has a decent top speed, good acceleration, good shield energy and pretty decent handling. A craft that should be able to handle whatever you throw at it. Of course, a jack of all trades is a master of none, so specialised craft will be difficult to deal with. Teams like FEISAR and AG Systems will prove a challenge on technical circuits, whereas Piranha and Triakis will be hard to keep up with on open tracks.



```
\\// :HARIMAU INTERNATIONAL: \\//
//\\=====//\\
```



```

- - - - -
SPEED   - |_|_|_|_|_|_|_|_|
THRUST  - |_|_|_|_|_|_|_|_|
HANDLING - |_|_|_|_|_|_|_|_|
SHIELD  - |_|_|_|_|_|_|_|_|

```

```

ORIGIN      - Malaysia
LIVERY      - Blue and Yellow
ESTABLISHED - 2177
FIRST SEEN  - Wipeout Pure (FX300)

```

Harimau will be another team that are arriving late to the FX400 party, having focused most of their recent energies on promoting their international campaign to repopulate suitable parts of the world with genetically engineered tigers. While it's not clear whether this is simply a publicity stunt or a valiant attempt to re-introduce the world to an animal that has been extinct for a century and a half, it has certainly gained welcome media attention for the team. Aside from their tiger cloning efforts, the latest Harimau bio-fuel powered craft looked to be a marked improvement upon its predecessor during pre-season testing, sporting strong top-end speed and handling, which should see them challenging for the top spots in the season ahead.

At first glance it would seem that Harimau is an inferior version of Assegai, sharing its stats in all places but thrust, where it trails by one. However, like Auricom, the stats often do not tell the whole story. There is actually very little to differentiate it from the Assegai craft, after testing both in Speed Lap mode, both best lap times were near identical. The only noticeable difference is that the Harimau seems to handle slightly better than Assegai. Not enough to raise its handling statistic to a 10, but just enough to be noticeable. Its shields are still fairly weak though.

Harimau is available now from the Playstation Network in the Harimau Pack, costing 12.99. Please be aware that Harimau cannot be used online.

The graph below shows a quick comparison of stats between craft:

TEAM	SPEED	THRUST	HANDLING	SHIELD

FEISAR	7	8	*10*	8
AG-Systems	7	9	9	8
Assegai	8	8	9	7
EG-X	8	9	7	7
Piranha	*10*	6	6	9
Qirex	8	7	8	9
Triakis	9	6	6	*10*
Goteki45	7	*10*	7	8
Auricom	9	7	6	9
Mirage	8	8	8	8
Icaras	*10*	7	7	6
Harimau	8	7	9	7

[009]

```

=====
\\-\-//                               **CIRCUITS**                               \\-\-//
//-\-\\=====//-\-\\

```

The track guides have been written with Phantom class in mind, as at the slower speed classes it should be easier to implement the racing lines and in some cases some of the more advanced techniques shouldn't be needed. In order to keep the difficulty as high as possible, the guides have been written using Triakis.

The best modes to use these guides are Speed Lap and Time Trial, as in a race the weapon fire and other craft will make it very difficult to stick to the racing line.

You will also have seen that each venue has a White Run and a Black Run. In most cases the Black Run is simply a reverse of the standard White Run, but on some venues the Black Run will have some additional features.



Zone Mode takes place on normal circuits this time rather than the specially designed circuits for Pulse. In most cases you can use the normal track guides for help with Zone. Some tracks are not available for use in Zone Mode as they are too technical, I have indicated which ones are unavailable.

```
  \-\/- /      **TALON'S JUNCTION**      \-\/- /  
  /-\/\-\=====\/-\/\-\
```

LOCATION - Wales

Even on Phantom class, Talon's Junction is a very straightforward track. It is the ideal introduction to each of the game's mechanics, with several sloped corners to give you a feel for how the craft will react, a mag-strip loop, and a hairpin near the end. The hairpin will probably be the only time you will need to apply the airbrakes with any real force.

```
\\// :WHITE RUN:  \\//  
//\ \=====//\ \
```

The race came to this secretive energy park in the Brecon Beacons when public finances were withdrawn following the grey goo incident. Central to the 5.2k Talon's Junction circuit are the cathedral-like circuit breakers and the dynamic Concordia loop.

---

The course starts by curling gently to the right, with two speed pads waiting side by side. A sharper right is just behind this, so be ready to tap the right airbrake to guide the craft through. If you can, try to exit on the right hand side, as there is a straight just beyond this corner with a double speed pad waiting. Weave over to the left to hit another speed pad and line yourself up with the pad in the centre to take you into the loop. The mag-strip will hold you in place as you go through the loop. Try to stay as central as you can, the track isn't entirely straight here and it's easy to weave too far over to one side and hit the wall. Exit in the centre to hit a speed pad into another straight. There are also two more side by side on the exit too. Up ahead is a sharp right hander, but notice the track is sloped. This will guide you through the corner to a small extent, so while you will need to tap the right airbrake, be careful not to overdo it. Following this is a quick left into a shallow chicane series. As you exit the previous corner, move over to the right and turn in from the outside with the left brake. This should line you up with the central line through the chicane and only light turning will be necessary. Behind this is a slightly larger right-left chicane which is still fairly shallow. Tap the right brake so you go through the apex of the right hander, and the swing round to the left to go through the second. Make sure you move over to the left as quickly as you can, as the next corner is a right hairpin. Just before you reach the apex, slam on the right brake and swing the craft through. You can either lift off the thrust a little to improve your turning circle, or you can right shift to bring you away from the wall as you exit. Come out on the left to hit a double speed pad. The final corner is a straightforward left hander taking you back onto the home straight, tap the left brake if needed to get through here. The home straight is a good place to use a turbo if you have one.

```
\\// :BLACK RUN:  \\//  
//\ \=====//\ \
```

Hidden at the centre of a Welsh geo-park, Talon's Junction is a hive of government-unapproved activity. 5.2 kilometres of track pass through the clockworks and geometric portals of this dark energy research loop.

---

The first corner is a sharp right hander, and it's also pretty dark. Stay over to the left when approaching this one and use the right airbrake to turn slightly early. You'll get to know where the apex is from experience. Hit either speed pad as you exit the corner and move over to the right to approach the hairpin. There is a speed pad on this side to guide you in. Turn early and hit the left brake to slide the craft through, letting off the thruster or using sideshift if you find yourself too close to the wall. The track curls round to the right and then into a left hander. Despite it not being particularly sharp, lift off the thruster slightly going through the left turn as well as giving a slight tap to the left brake. The reason is this will give you a split second to align the craft going into the shallow chicane. Aim for the speed pad in the centre of the track and you should be able to hit the central line perfectly, requiring only some light right turning through the chicane. A fairly sharp left hander follows, tap the left brake as you go through. Hit one of the speed pads on the exit. This will take you through the mag-strip loop. This is a good place to use a boost. Again, the line through the loop isn't exactly straight, so stick to the middle as best you can to avoid inadvertently hitting the wall. As you come out of the loop the track lightly bends to the right. Try to exit slightly over to the left as this will take you over a double speed pad. A long straight follows, move to the centre to hit a speed pad and then drift right for another one. There is a long left hander at the end of the straight and very soon after the last speed pad, so be ready to start turning as soon as you hit it. The turn starts off shallow and then suddenly sharpens, so be ready with the left brake to help you through. Slight tapping should be all that is necessary, but a longer brake can be used near the end if you are caught off guard by the sharpening. Hit either speed pad as you exit and move over to the left to hit one more, taking you through a slight left bend and back onto the home straight. It is advisable not to boost over the line as the first corner is very tricky to take at speed.

```
  \-\/-\/      **MOA THERMA**      \-\/-\/  
  /-/\-\/=====\/-/\-\/
```

LOCATION - Italy

A fast track that will really suit the heavier craft. Moa Therma is again very straightforward, with two long mag-strip sections near the start and end of the circuit. Be careful of the final corner on the White Run, at speed it can be easy to unbalance the craft if you exit awkwardly.

```
  \\\//      :WHITE RUN:      \\\//  
  //\\=====//\\
```

Built on an exclusive island chain off the shores of Sicily, Moa Therma is the very definition of Mediterranean glamour. Race through the horizontal Synchro Logistics dynamo and contribute to the electricity supply for the residential rich and healthy in this 5.3k track

---

The first series of corners immediately follow the start line. A fairly shallow left turn followed immediately by a double right hander. A slight tap of the left brake immediately followed by the right brake should allow the craft to drift nicely through the first two turns, and the third should only require an additional tap of the right brake to guide you through. Sometimes you can treat the double right as a single corner if you get the approach right. This will take you onto a long mag-strip straight peppered with speed pads. Like the loop in Talon's Junction, the strip isn't entirely straight so unless you're going for a speed pad, stay as close to the middle as you can. At the very least do not stray over to the right, as at certain sections the wall curls in and can easily catch your craft if you drift too close. There are four speed pads along this stretch. The first two are along the centre of the track and so should be in easy reach if you are staying central. The third one is slightly over to the right, and the last one is back in the centre. At the end of the mag-strip is a sharp, sloped right hander. Apply the right airbrake to guide the craft through and try to emerge close to the centre to hit a speed pad. A fairly shallow left-right chicane follows which can be taken with only light braking. This will take you into a much quicker left-right chicane, but if you go in through the left apex, you'll be able to go straight through. Another mag-strip takes you along an undulating straight, and as you can't get any height it is an ideal place to use a turbo. This will take you into a very tricky right hairpin. It is sloped and so shouldn't require particularly sharp turning, but the exit is very important. There is a quick left hander at the other end of the hairpin that isn't sloped, and if you come out at the wrong angle the craft will stick its nose up in the air and slow right down. As you enter, apply the right airbrake and slide round the corner, hitting the speed pad in the centre. Then as the slope starts to level, out, let up on the thruster briefly and apply the left brake to take you back onto the straight. Try to exit on the left as this will take you over one more speed pad before the line. It is possible to use a turbo on this straight, but make sure you are over on the right hand side and be ready with the airbrakes to take you through the first corner series again.

```
\\//      :BLACK RUN:   \\//  
//\\=====//\\
```

Measuring 5.3 kilometres, the prestige Moa Therma circuit situated amongst prime Sicilian real estate has been sponsored to perfection, from the bumps of the mag ridges to the sculpted high speed dynamo loop.

---

The first corner to deal with is the hairpin, but thankfully it is much easier to navigate in the Black run than in White. Cut through the shallow right hander and slam on the left airbrake to slide the craft through the hairpin, although try not to enter too aggressively as if you go airborne you may lose a bit of speed. You may want to lift off the brake slightly early as the slope can pull you over to the left on the exit and straight into the wall. Hit either speed pad to take you along the undulating mag-strip. As before, this is a good place to use a turbo. There is another lone speed pad on the left. This is also a good marker to exit the straight, as this time you cannot see the quick chicane. If you are on the left when you exit then you should just be able to guide the craft straight through the middle. Following this is a longer left-right chicane. The left turn should hardly require any braking at all, while the right may need some light tapping. A much sharper left hander is waiting after this which will require you to left brake heavily. Take it wide if you can as it will make a central exit easier which will take you onto a speed pad. Along the mag-strip straight you will see two sets of triple speed pads either side of each other. Line yourself up early and make sure you hit

one of them, it is an ideal opportunity to shave vital time off a lap. It is quite easy to slip straight between the two of them as well, so line up early. As before, the mag-strip section isn't entirely straight. This time, the narrowing walls are on the left, so if you do veer off centre, try to make sure you stray over to the right. Further up the straight is another speed pad slightly to the right of centre. The final set of corners are a double left hander followed by a quick right. The double left can be treated like a single corner. Use the left airbrake and take the first one slightly wide. This will give you a good approach into the second and will keep your speed high going into the last corner. The last two will only need some light brake tapping and try to hit a speed pad to take you over the line. If you choose to use a turbo over the line, be aware of the hairpin and try not to go airborne.

```
  \-\/-/\      **METROPIA**      \-\/-/  
  /-\/\-\=====\/-\/\-\
```

LOCATION - Japan

Metropia will be your first taste of a technical circuit. The White run is fairly tricky, with several tightening corners and barrel roll opportunities that take you into sharp corners. The Black run is even trickier, as it is darker than the White run in some places and has a fast mag-strip section that can be quite difficult to control.

Metropia is not available for use in Zone Mode

```
\\//      :WHITE RUN:      \\//  
//\\\=====//\\
```

The New Kyoto assembly fully supports and sanctions the race at Metropia, where the 4.4k track efficiently guides contenders through the uppermost towers and convention centres of the reformed business quadrant

---

The course starts with a right bend leading straight into a sharp left hander. The left is sloped, but you'll still need to left brake quite hard for this one if you're coming in at speed. Make sure you let off the brake early though or the slope will throw you into the wall as you exit. A long straight follows, stay over to the left to hit a speed pad. There is a quick jump along this straight but it is not high enough to barrel roll off of. Pull the nose up as you go over to avoid losing speed, go in nose first and you could grind to a halt. A long left hander is at the end of the straight. This is actually trickier than it looks. While only the odd tap of the left brake will be enough initially, the corner suddenly sharpens near the top and can easily catch you out. As you go round, keep an eye out for the Piranha ad board in the distance. When you see it, tighten your turn and left shift. This will take some practice as it is an awkward corner. On the approach it is advisable to stay wide, giving you plenty of room to pull in when the corner tightens. Following this is a short straight going over a small jump. This one is large enough to barrel roll off of, but you need to be very careful about doing this as there is a sharp left very soon after the jump. If you do barrel roll, come off on the right hand side, slam on the left brake and start turning as soon as you land. This should at least get you a good line into the corner, but it's likely you may hit the back wall. Better than hitting the apex though. Another fairly sharp left hander leads into a long straight back to the line, and it is the best turbo opportunity this circuit has to offer. Along the straight, the track

dips, and going over it with a turbo gives you enough height to barrel roll. Exit the previous left hander on the right hand side if you intend to do this as there are several quick corners before the line. After the dip, there are two shallow left corners followed by a shallow right to take you back over the line. If you stayed right earlier, pretty much no braking should be necessary. You can turbo over the line here, but you'll really need to slam on the left brake going into the first left hander.

```
\\//      :BLACK RUN:   \\//  
//\\=====//\\
```

Situated amongst the spires and landing platforms of the East Asian corporate heart, the 4.7 kilometre circuit of Metropia contains a vertigo-inducing glass section and a lethal descent into the underbelly of the city. Race with caution

---

The Black run starts out reasonably simple, a light left-right chicane followed by another light right hander. None of which require braking unless you're coming in at break-neck speed. The track takes you over a hump before leading you into two tight right handers. The first one isn't too bad, some light right braking will suffice, but you need to exit on the left as the second corner is much sharper. Slam on the right brake early and turn through the apex. Up ahead is another deceptively sharp left, so exit the previous corner on the right and hit the left airbrake to guide you through. A slight right bend takes you into a long descending mag-strip. The strip itself is dead straight, but it is also quite narrow. You need to exit the right bend dead centre and be able to keep the craft from weaving across the track, otherwise you may spend the entire section wall scraping. A slight tap of the right brake going through the bend should be enough, just don't use the airbrakes at all once on the mag-strip. Once out the other side, there is a long right hander followed at the end by a quick left, taking you over a jump. Tap the left brake through the quick left and immediately raise the nose. The jump is very picky about whether it gives you any height or not, and it is usually determined by where the nose is pointing. Too low and it'll just plough you into the track. If you do get some height off of the jump, barrel roll down the straight. You might also get some air as you travel down the straight, giving you another opportunity to barrel roll. be careful of doing it twice though as there is a sharp sloped right hander at the end of the straight. Slam on the right brake going through here, but let up early so you don't get caught out by the quick left immediately after. If you have a turbo, use it down the home straight.

```
\\-\\-//      **ARC PRIME**      \\-\\-//  
/-/\\-\\=====/-/\\-\\
```

LOCATION - Washington, USA

```
\\//      :WHITE RUN:   \\//  
//\\=====//\\
```

What happens when big brother invades the global village? Arc Prime is the answer, where fortified walls and secure network channels offer privacy at a price. Only the race escapes, a portion of its 5k length breaking the boundaries of Seattle's interurban corridor

---

\\// :BLACK RUN: \\//  
//\\=====//\\

Can't stop the signal? The data fortress of Arc Prime already did. Paranoid over every metre of its 5.1k length, every security protocol and standard is adhered to , from the spectator stands to the trackside scanner nodes of this wireless-complex circuit

---

\\-\\-// \*\*DE KONSTRUCT\*\* \\-\\-//  
/-\\-\\=====/-\\-\\

LOCATION - Switzerland

\\// :WHITE RUN: \\//  
//\\=====//\\

Four and a half kilometres of high-tension track coil around the art deco statements of de Konstruct, the city whose only constant is change, where the fortunate can catch a sideways glimpse of the radio waves amongst the engine flares

---

\\// :BLACK RUN: \\//  
//\\=====//\\

Rising out of the ashes of Geneva, the expansion of de Konstruct is ceaseless. As a result, the ECS broadcast tower lies just beyond the reach of the transit loop, and the casino-run houses a high level bypass near the entrance of this four and a half kilometre track

---

\\-\\-// \*\*TECH DE RA\*\* \\-\\-//  
/-\\-\\=====/-\\-\\

LOCATION - Arizona, USA

\\// :WHITE RUN: \\//  
//\\=====//\\

Cold air and water are at a premium in the science principality of solar power specialists Tech De Ra in the last refuge of the great American desert. power through 5 clicks around the brittle canyons and ravines of this one-time hydroponic farm

---

\\// :BLACK RUN: \\//  
//\\=====//\\

As the solar panels power the spectators' coolsuits under the baking midday sun, the 5 kilometre plas-metal circuit arcs lazily through the canyons of Arizona. All that remains outside the Tech De Ra complex is rust, dust and the race

---

\-\-/-/           \*\*THE AMPHISEUM\*\*           \-\-/-/  
/-/\-\-\\=====/-/\-\-

LOCATION - Nevada, USA

The Amphiseum is not available for use in Zone mode

\\//    :WHITE RUN:    \\//  
//\\=====//\\

Over 5.4 kilometres, The Amphiseum's glass floor leads into the U-turn-separated spectator runs, and the mag-hill, then curving long and right before the spectacular return down to the grid. This is entertainment.

---

\\//    :BLACK RUN:    \\//  
//\\=====//\\

The natural extension of Las Vegas, The Amphiseum, is a city built purely for entertainment. This immodest circuit runs for 6 clicks and contrasts the searchlights and towers of another busy night with the trall of the masses. It never looked better.

---

\-\-/-/           \*\*FORT GALE\*\*           \-\-/-/  
/-/\-\-\\=====/-/\-\-

LOCATION - Gibraltar

\\//    :WHITE RUN:    \\//  
//\\=====//\\

Windmills, waterfalls and low, wide tunnels are peppered throughout the rocky garrison of Fort Gale, perpetrating a jagged, saw-tooth feel that looms over the weapons-friendly straights of this 5.4k circuit

---

\\//    :BLACK RUN:    \\//  
//\\=====//\\

The weather machines came into Gibraltar's Fort Gale for the research, but they stayed for the race. Hiding themselves between the residential fins, they studiously watch over the five and a half clicks of this viper's nest of a track

---

\-\-/-/           \*\*BASILICO\*\*           \-\-/-/  
/-/\-\-\\=====/-/\-\-

LOCATION - Canada

\\//    :WHITE RUN:    \\//  
//\\=====//\\

In Basilico, the lights are on but nobody's home. 3.9 kilometres of granite-obsidian glide through this termite nest of a city while the race keeps the

plague-spotters and abandoned cargo drones compliant

---

\\// :BLACK RUN: \\//  
//\\=====//\\

This gunmetal grey city was fully excavated after the outbreak of Nova Scotia, leaving only the neon signs and robotic sentries to watch carefully over the crowd-avatars and magnetic twists of Basilico's 4.2 kilometre circuit

---

\\-\\-// \*\*PLATINUM RUSH\*\* \\-\\-//  
/-\\-\\=====/-\\-\\

LOCATION - Greenland

\\// :WHITE RUN: \\//  
//\\=====//\\

The parks of Greenland were finally thawed out and preserved forever by a committee of philanthropists with utopian ambitions. This custom built 4.6 kilometre track provides a whirlwind tour through the ice-blue architecture and petrified trees of Platinum Rush

---

\\// :BLACK RUN: \\//  
//\\=====//\\

The flawless curves of Platinum Rush mimic their surroundings, with sections of the 4.6k track flowing in step with the tree line, then turning to chase the overpass and monorail links to the eugenics centre

---

\\-\\-// \*\*VERTICA\*\* \\-\\-//  
/-\\-\\=====/-\\-\\

LOCATION - Cayman Islands

Vertica is not available for use in Zone Mode

\\// :WHITE RUN: \\//  
//\\=====//\\

As the cities of the Cayman Islands expanded into the sea, Vertica was born. This tropical paradise is home to the last remaining coral reefs and is a haven for the elite and the reclusive, with strict corporate access to the stands of this 4.3k track

---

\\// :BLACK RUN: \\//  
//\\=====//\\

Business borrows from nature at Vertica, carving a path through the landscape, lightmoss tunnels and palm-lined drops in a 4.9k track designed with high speed cornering and blind summits





15 centimetres of reinforced pro-glass keep the water out of Vostok Reef's 4.9 kilometre length, while the powder-fresh spiral tunnel and dockign stations highlight the continual twists and turns of this coolly detached circuit.

---

\\// :BLACK RUN: \\//  
//\\=====//\\

The construction of this unique underwater seaport prompted the Vostok Island committee to create a new five and a half kilometre circuit under the sea, which highlights the whaleships and mining community central to Vostok Reef

---

\\-\\-// \*\*GEMINI DAM\*\* \\-\\-//  
/-/\\-\\=====/-/\\-\\

LOCATION - Morocco

Gemini Dam is not available for use in Zone Mode

\\// :WHITE RUN: \\//  
//\\=====//\\

This Moroccan venue strikes a balance between thrills and technical racing over 5.2 kilometres of tarmacrete, angling between the support platforms and statues in the breezy late-afternoon climate.

---

\\// :BLACK RUN: \\//  
//\\=====//\\

Gemini Dam is the central hub of the North African trade routes, with the 4.9k track briefly dipping down into the slick purification plant, before resurfacing into the sun-baked suburbs.

---

\\-\\-// \*\*ORCUS\*\* \\-\\-//  
/-/\\-\\=====/-/\\-\\

LOCATION - Alaska, USA

\\// :WHITE RUN: \\//  
//\\=====//\\

In the subterranean networks below Alaska, high ranking officials work in secret ambience waiting for the bomb to drop. Their only entertainment is the race, carrying its own threat level through 4.3k of permanent gloom. This is Orcus.

---

\\// :BLACK RUN: \\//  
//\\=====//\\

Four and a half kilometres of track run silent though the Orcus Centre For Catastrophe Prevention, as the weak air penetrates this underground locus where the track twists like peel in the code level amber lights.

---

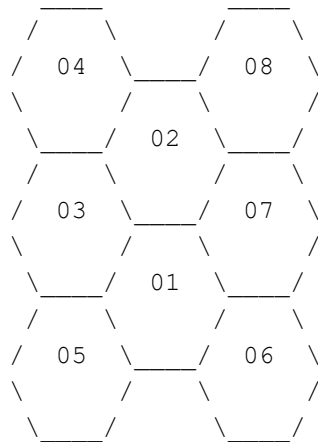
[010]

```
=====
\\-\\-//                               \\-\\-//
//-/\\-\\=====//-/\\-\\
**GRIDS**
```

Below are the layouts for each grid and the races for each one. When you start a grid, two cells will be unlocked. Completing the open cells will unlock each adjacent cell. Cells can be completed in any order as long as they are unlocked. For each cell, a Gold gives you 3 points, Silver gets you 2, and Bronze gets 1. The next grid will be unlocked once the required number of points have been obtained. The cells are numbered starting at the two open cells and expanding out toward the outside of the grid.

```
\\-\\-/      **GRID 1**      \\-\\-/
-/\\-\\=====-/\\-\\
```

Grid 1 is available at the start of the game.



```
\\//      :RACE 01:      \\//
//\\=====//\\
\\//      :RACE 02:      \\//
//\\=====//\\
```

CIRCUIT - Talon's Junction White	CIRCUIT - Moa Therma White
MODE - Time Trial	MODE - Single Race
CLASS - Venom	CLASS - Venom
LAPS - 3	LAPS - 3
GOLD - 1.55.00	WEAPONS - On
SILVER - 1.58.00	
BRONZE - 2.03.00	

```
\\//      :RACE 03:      \\//
//\\=====//\\
\\//      :RACE 04:      \\//
//\\=====//\\
```

CIRCUIT - Moa Therma White	CIRCUIT - Talon's Junction White
----------------------------	----------------------------------

MODE - Speed Lap  
 CLASS - Venom  
 LAPS - 7  
 GOLD - 0.40.00  
 SILVER - 0.42.00  
 BRONZE - 0.45.00

MODE - Single Race  
 CLASS - Venom  
 LAPS - 3  
 WEAPONS - On

\\// :RACE 05: \\//  
 //\\=====//\\

\\// :RACE 06: \\//  
 //\\=====//\\

CIRCUIT - Metropia White  
 MODE - Single Race  
 CLASS - Venom  
 LAPS - 3  
 WEAPONS - On

CIRCUIT - Moa Therma White  
 MODE - Single Race  
 CLASS - Flash  
 LAPS - 4  
 WEAPONS - On

\\// :RACE 07: \\//  
 //\\=====//\\

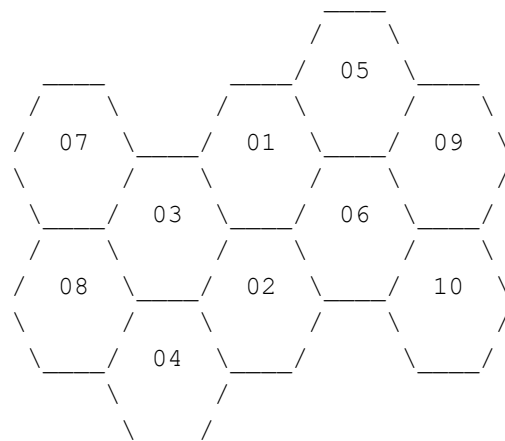
\\// :RACE 08: \\//  
 //\\=====//\\

CIRCUIT - Talon's Junction White  
 MODE - Zone  
 CLASS - Zone  
 LAPS - Infinite  
 GOLD - Zone 20  
 SILVER - Zone 17  
 BRONZE - Zone 15

CIRCUIT - Metropia White  
 MODE - Time Trial  
 CLASS - Venom  
 LAPS - 3  
 GOLD - 1.40.00  
 SILVER - 1.43.00  
 BRONZE - 1.48.00

\\-\\-\\ \*\*GRID 2\*\* \\-\\-\\  
 /-\\-\\=====\\-\\-\\

Gain 12 points in Grid 1 to unlock Grid 2. This also unlocks Talon's Junction Black and Arc Prime White for use in Racebox.



\\// :RACE 01: \\//  
 //\\=====//\\

\\// :RACE 02: \\//  
 //\\=====//\\

CIRCUIT - Arc Prime White  
 MODE - Single Race  
 CLASS - Venom  
 LAPS - 3  
 WEAPONS - On

CIRCUIT - Talon's Junction Black  
 MODE - Time Trial  
 CLASS - Venom  
 LAPS - 3  
 GOLD - 1.58.00

SILVER - 2.01.00  
BRONZE - 2.06.00

\\// :RACE 03: \\//  
//\\=====//\\

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Metropia White  
MODE - Speed Lap  
CLASS - Venom  
LAPS - 7  
GOLD - 0.32.00  
SILVER - 0.34.00  
BRONZE - 0.37.00

CIRCUIT - Talon's Junction Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 05: \\//  
//\\=====//\\

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction White  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.34.00  
SILVER - 0.36.00  
BRONZE - 0.39.00

CIRCUIT - Moa Therma White  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 22  
SILVER - Zone 19  
BRONZE - Zone 17

\\// :RACE 07: \\//  
//\\=====//\\

\\// :RACE 08: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Venom  
LAPS - 3  
RACE 1 - Talon's Junction White  
RACE 2 - Moa Therma White  
RACE 3 - Metropia White

CIRCUIT - Arc Prime White  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 20  
SILVER - Zone 17  
BRONZE - Zone 15

\\// :RACE 09: \\//  
//\\=====//\\

\\// :RACE 10: \\//  
//\\=====//\\

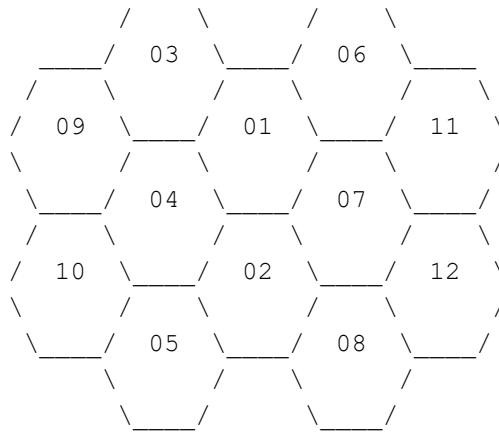
CIRCUIT - Moa Therma White  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 2.00.00  
SILVER - 2.03.00  
BRONZE - 2.08.00

CIRCUIT - Arc Prime White  
MODE - Speed Lap  
CLASS - Venom  
LAPS - 7  
GOLD - 0.39.00  
SILVER - 0.41.00  
BRONZE - 0.44.00

\\-\\-/  
/-\\-\\=====/-\\-\\

\\-\\-/ \*\*GRID 3\*\* \\-\\-/  
/-\\-\\=====/-\\-\\

Gain 16 points in Grid 2 to unlock Grid 3. This also unlocks De Konstruct White and Moa Therma Black for use in Racebox.



\\// :RACE 01: \\//  
//\\=====//\\

CIRCUIT - De Konstruct White  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Moa Therma Black  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.35.00  
SILVER - 0.37.00  
BRONZE - 0.40.00

\\// :RACE 03: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 22  
SILVER - Zone 19  
BRONZE - Zone 17

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Arc Prime White  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 1.57.00  
SILVER - 2.00.00  
BRONZE - 2.05.00

\\// :RACE 05: \\//  
//\\=====//\\

CIRCUIT - De Konstruct White  
MODE - Speed Lap  
CLASS - Venom  
LAPS - 7  
GOLD - 0.34.00  
SILVER - 0.36.00  
BRONZE - 0.39.00

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Arc Prime White  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - De Konstruct White  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 22  
SILVER - Zone 19  
BRONZE - Zone 17

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 09: \\//  
//\\=====//\\

CIRCUIT - Metropia White  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 1.57.00  
SILVER - 2.00.00  
BRONZE - 2.05.00

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Moa Therma Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 11: \\//  
//\\=====//\\

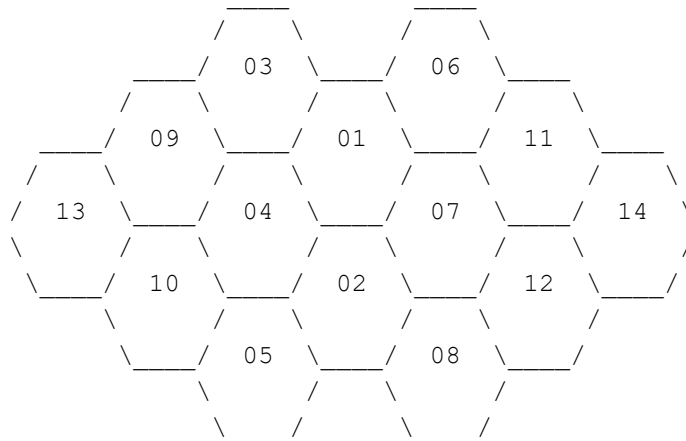
CIRCUIT - Moa Therma Black  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 2.01.00  
SILVER - 2.04.00  
BRONZE - 2.10.00

\\// :RACE 12: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Venom  
LAPS - 3  
RACE 1 - De Konstruct White  
RACE 2 - Moa Therma Black  
RACE 3 - Talons's Junction Black  
RACE 4 - Arc Prime White

\\-\\-// \*\*GRID 4\*\* \\-\\-//  
/-/\\-\\=====/-/\\-\\

Gain 20 points in Grid 3 to unlock Grid 4. This also unlocks Tech De Ra White and Metropia Black for use in Racebox.



\\// :RACE 01: \\//  
//\\=====//\\

CIRCUIT - Metropia Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra White  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.32.00  
SILVER - 0.34.00  
BRONZE - 0.37.00

\\// :RACE 03: \\//  
//\\=====//\\

CIRCUIT - Moa Therma Black  
MODE - Eliminator  
CLASS - Venom  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra White  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 23  
SILVER - Zone 20  
BRONZE - Zone 18

\\// :RACE 05: \\//  
//\\=====//\\

CIRCUIT - Moa Therma Black  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.22.00  
SILVER - 2.25.00  
BRONZE - 2.30.00

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra White  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - Metropia Black  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 1.46.00  
SILVER - 1.49.00  
BRONZE - 1.54.00

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Moa Therma Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 23  
SILVER - Zone 20  
BRONZE - Zone 18

\\// :RACE 09: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra White  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 1.51.00  
SILVER - 1.54.00  
BRONZE - 1.59.00

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Metropia Black  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.31.00  
SILVER - 0.33.00  
BRONZE - 0.36.00

\\// :RACE 11: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Venom  
LAPS - 3  
RACE 1 - Metropia Black  
RACE 2 - Tech De Ra White  
RACE 3 - De Konstruct White  
RACE 4 - Talon's Junction Black

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - De Konstruct White  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On



```

\\// :RACE 13:  \\//
//\=====//\

```

```

MODE      - Tournament
CLASS     - Flash
LAPS      - 4
RACE 1    - Talon's Junction White
RACE 2    - Moa Therma White
RACE 3    - Metropia White
RACE 4    - Arc Prime White

```

```

\\// :RACE 14:  \\//
//\=====//\

CIRCUIT   - Talon's Junction Black
MODE       - Eliminator
CLASS      - Venom
LAPS       - Infinite
GOLD       - 10 Kills
SILVER     - 7 Kills
BRONZE     - 5 Kills

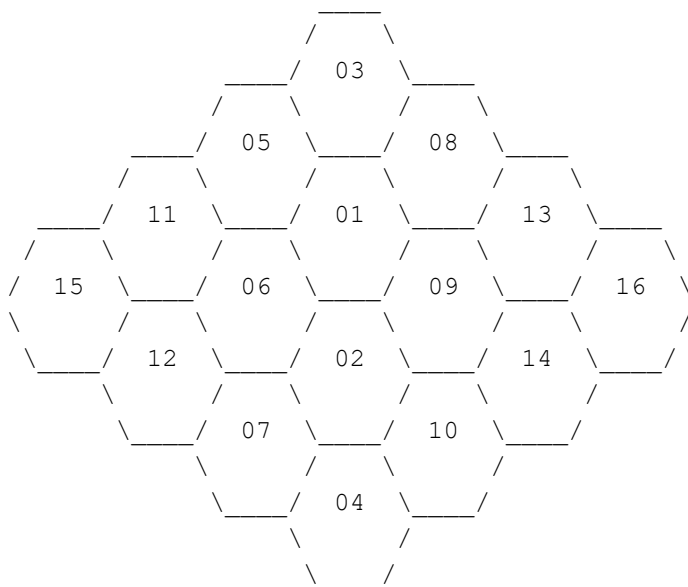
```

```

\-\-/          **GRID 5**          \-\-/
-/-\-\=====/-/\-\

```

Gain 24 points in Grid 4 to unlock Grid 5. This also unlocks The Amphiseum White and Arc Prime Black for use in Racebox.



```

\\// :RACE 01:  \\//
//\=====//\

```

```

CIRCUIT   - The Amphiseum White
MODE       - Single Race
CLASS      - Flash
LAPS       - 4
WEAPONS    - On

```

```

\\// :RACE 02:  \\//
//\=====//\

```

```

CIRCUIT   - Arc Prime Black
MODE       - Eliminator
CLASS      - Venom
LAPS       - Infinite
GOLD       - 10 Kills
SILVER     - 7 Kills
BRONZE     - 5 Kills

```

```

\\// :RACE 03:  \\//
//\=====//\

```

```

CIRCUIT   - Arc Prime Black
MODE       - Single Race
CLASS      - Venom
LAPS       - 3
WEAPONS    - On

```

```

\\// :RACE 04:  \\//
//\=====//\

```

```

MODE       - Tournament
CLASS      - Flash
LAPS       - 4
RACE 1     - Talon's Junction Black
RACE 2     - De Konstruct White
RACE 3     - Moa Therma Black
RACE 4     - Tech De Ra White

```

\\// :RACE 05: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Venom  
LAPS - 3  
RACE 1 - The Amphiseum White  
RACE 2 - Talon's Junction White  
RACE 3 - Arc Prime Black  
RACE 4 - Metropia Black

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction Black  
MODE - Speed Lap  
CLASS - Venom  
LAPS - 7  
GOLD - 0.38.00  
SILVER - 0.40.00  
BRONZE - 0.43.00

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - De Konstruct White  
MODE - Head To Head  
CLASS - Flash  
LAPS - 4  
WEAPONS - Off

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum White  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.36.00  
SILVER - 0.38.00  
BRONZE - 0.41.00

\\// :RACE 09: \\//  
//\\=====//\\

CIRCUIT - Moa Therma Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum White  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 2.03.00  
SILVER - 2.06.00  
BRONZE - 2.11.00

\\// :RACE 11: \\//  
//\\=====//\\

CIRCUIT - Metropia Black  
MODE - Eliminator  
CLASS - Flash  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Arc Prime Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 23  
SILVER - Zone 20  
BRONZE - Zone 18

\\// :RACE 13: \\//  
//\\=====//\\

CIRCUIT - Arc Prime Black  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.16.00  
SILVER - 2.19.00  
BRONZE - 2.24.00

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra White  
MODE - Head To Head  
CLASS - Flash  
LAPS - 4  
WEAPONS - Off

\\// :RACE 15: \\//  
//\\=====//\\

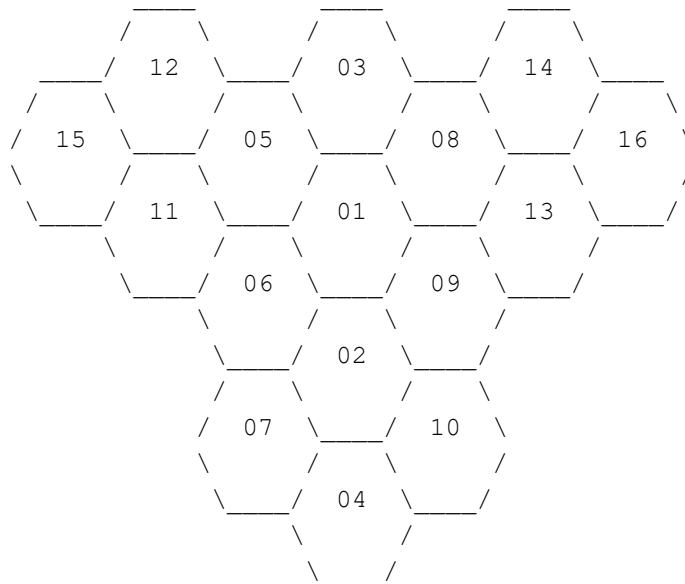
\\// :RACE 16: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum White  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.28.00  
SILVER - 2.31.00  
BRONZE - 2.36.00

CIRCUIT - Moa Therma White  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

\\-\\-/  
/-\\-\\=====/-\\-\\

Gain 28 points in Grid 5 to unlock Grid 6. This also unlocks Fort Gale White and De Konstruct Black for use in Racebox.



\\// :RACE 01: \\//  
//\\=====//\\

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Fort Gale White  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

CIRCUIT - De Konstruct Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 03: \\//  
//\\=====//\\

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum White  
MODE - Speed Lap  
CLASS - Rapier  
LAPS - 7  
GOLD - 0.32.00  
SILVER - 0.34.00  
BRONZE - 0.37.00

CIRCUIT - Fort Gale White  
MODE - Speed Lap  
CLASS - Venom  
LAPS - 7  
GOLD - 0.41.00  
SILVER - 0.43.00  
BRONZE - 0.46.00

\\// :RACE 05: \\//  
//\\=====//\\

CIRCUIT - De Konstruct Black  
MODE - Eliminator  
CLASS - Venom  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra White  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.09.00  
SILVER - 2.12.00  
BRONZE - 2.17.00

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - Fort Gale White  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 22  
SILVER - Zone 19  
BRONZE - Zone 17

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - De Konstruct Black  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 1.43.00  
SILVER - 1.46.00  
BRONZE - 1.51.00

\\// :RACE 09: \\//  
//\\=====//\\

CIRCUIT - De Konstruct Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 24  
SILVER - Zone 21  
BRONZE - Zone 19

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction White  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 1.55.00  
SILVER - 1.58.00  
BRONZE - 2.03.00

\\// :RACE 11: \\//  
//\\=====//\\

CIRCUIT - Metropia White  
MODE - Head To Head  
CLASS - Flash  
LAPS - 4  
WEAPONS - Off

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Fort Gale White  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 13: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction White  
MODE - Head To Head  
CLASS - Flash  
LAPS - 4  
WEAPONS - Off

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum White  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 15: \\//  
//\\=====//\\

\\// :RACE 16: \\//  
//\\=====//\\

```

CIRCUIT - De Konstruct White      MODE - Tournament
MODE - Time Trial                 CLASS - Flash
CLASS - Rapier                    LAPS - 4
LAPS - 4                          RACE 1 - Moa Therma Black
GOLD - 1.42.00                   RACE 2 - The Amphiseum White
SILVER - 1.45.00                 RACE 3 - Arc Prime Black
BRONZE - 1.50.00                 RACE 4 - Fort Gale White
                                   RACE 5 - De Konstruct Black

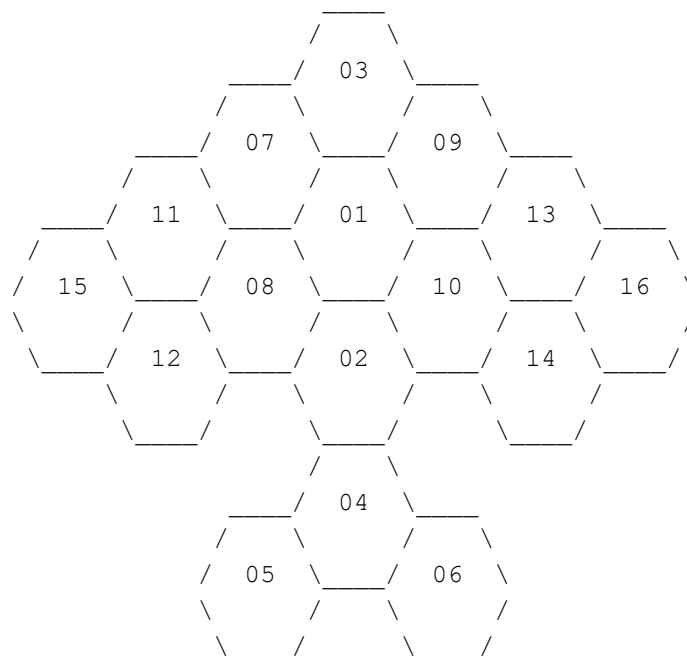
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```

\-\-/\      **GRID 7**      \-\-/\
/-\-\-\\=====\\-\-\-\\

```

Gain 28 points in Grid 6 to unlock Grid 7. This also unlocks Basilico White and Tech De Ra Black for use in Racebox.



```

\\// :RACE 01:  \\//      \\// :RACE 02:  \\//
//\=====//\      //\=====//\

```

```

CIRCUIT - Basilico White      CIRCUIT - Tech De Ra Black
MODE - Single Race           MODE - Speed Lap
CLASS - Venom                 CLASS - Venom
LAPS - 3                      LAPS - 7
WEAPONS - On                  GOLD - 0.37.00
                               SILVER - 0.39.00
                               BRONZE - 0.42.00

```

```

\\// :RACE 03:  \\//      \\// :RACE 04:  \\//
//\=====//\      //\=====//\

```

```

CIRCUIT - Fort Gale White    MODE - Tournament
MODE - Time Trial             CLASS - Flash
CLASS - Flash                 LAPS - 4
LAPS - 4                      RACE 1 - Metropia White
GOLD - 2.27.00               RACE 2 - Moa Therma Black
SILVER - 2.30.00             RACE 3 - Tech De Ra White

```

BRONZE - 2.35.00

RACE 4 - Arc Prime Black

\\// :RACE 05: \\//  
//\\=====//\\

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Metropia Black  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

CIRCUIT - Tech De Ra Black  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.12.00  
SILVER - 2.15.00  
BRONZE - 2.20.00

\\// :RACE 07: \\//  
//\\=====//\\

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Basilico White  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.25.00  
SILVER - 0.27.00  
BRONZE - 0.30.00

CIRCUIT - The Amphiseum White  
MODE - Eliminator  
CLASS - Venom  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 09: \\//  
//\\=====//\\

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

CIRCUIT - Arc Prime Black  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.32.00  
SILVER - 0.34.00  
BRONZE - 0.37.00

\\// :RACE 11: \\//  
//\\=====//\\

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 23  
SILVER - Zone 20  
BRONZE - Zone 18

CIRCUIT - Basilico White  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 1.27.00  
SILVER - 1.30.00  
BRONZE - 1.35.00

\\// :RACE 13: \\//  
//\\=====//\\

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Moa Therma White  
MODE - Eliminator  
CLASS - Flash  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills

CIRCUIT - De Konstruct Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

BRONZE - 5 Kills

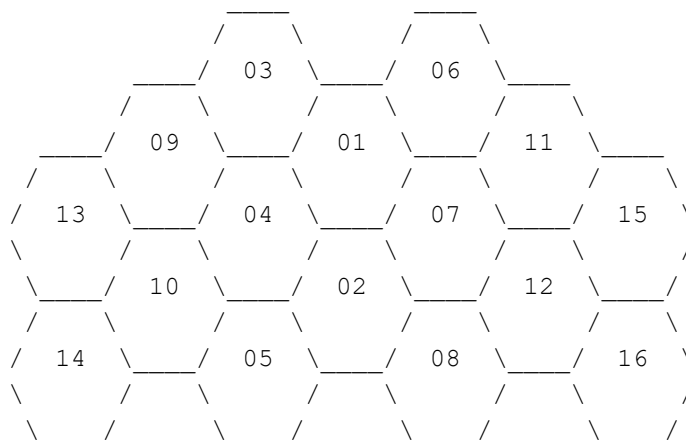
\\// :RACE 15: \\//  
//\\=====//\\

\\// :RACE 16: \\//  
//\\=====//\\

MODE - Tournament	CIRCUIT - Basilico White
CLASS - Venom	MODE - Head To Head
LAPS - 3	CLASS - Flash
RACE 1 - Fort Gale White	LAPS - 4
RACE 2 - De Konstruct Black	WEAPONS - Off
RACE 3 - Basilico White	
RACE 4 - Tech De Ra Black	

\\-\\-// \*\*GRID 8\*\* \\-\\-//  
/-/\\-\\=====/-/\\-\\

Gain 28 points in Grid 7 to unlock Grid 8. This also unlocks Platinum Rush White and The Amphiseum Black for use in Racebox.



\\// :RACE 01: \\//  
//\\=====//\\

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush White	CIRCUIT - The Amphiseum Black
MODE - Single Race	MODE - Time Trial
CLASS - Venom	CLASS - Flash
LAPS - 3	LAPS - 4
WEAPONS - On	GOLD - 2.35.00
	SILVER - 2.38.00
	BRONZE - 2.43.00

\\// :RACE 03: \\//  
//\\=====//\\

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum Black	CIRCUIT - Basilico White
MODE - Single Race	MODE - Zone
CLASS - Venom	CLASS - Zone
LAPS - 3	LAPS - Infinite
WEAPONS - On	GOLD - Zone 22
	SILVER - Zone 19
	BRONZE - Zone 17

\\// :RACE 05: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra Black  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 1.52.00  
SILVER - 1.55.00  
BRONZE - 2.00.00

\\// :RACE 06: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Flash  
LAPS - 4  
RACE 1 - Basilico White  
RACE 2 - Tech De Ra Black  
RACE 3 - Platinum Rush White  
RACE 4 - The Amphiseum Black

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum Black  
MODE - Speed Lap  
CLASS - Venom  
LAPS - 7  
GOLD - 0.43.00  
SILVER - 0.45.00  
BRONZE - 0.48.00

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush White  
MODE - Eliminator  
CLASS - Flash  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 09: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush White  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Metropia White  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

\\// :RACE 11: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush White  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.03.00  
SILVER - 2.06.00  
BRONZE - 2.11.00

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra White  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

\\// :RACE 13: \\//  
//\\=====//\\

CIRCUIT - Fort Gale White  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 2.04.00  
SILVER - 2.07.00  
BRONZE - 2.12.00

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Arc Prime Black  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

\\// :RACE 15: \\//

\\// :RACE 16: \\//



//\=====//\

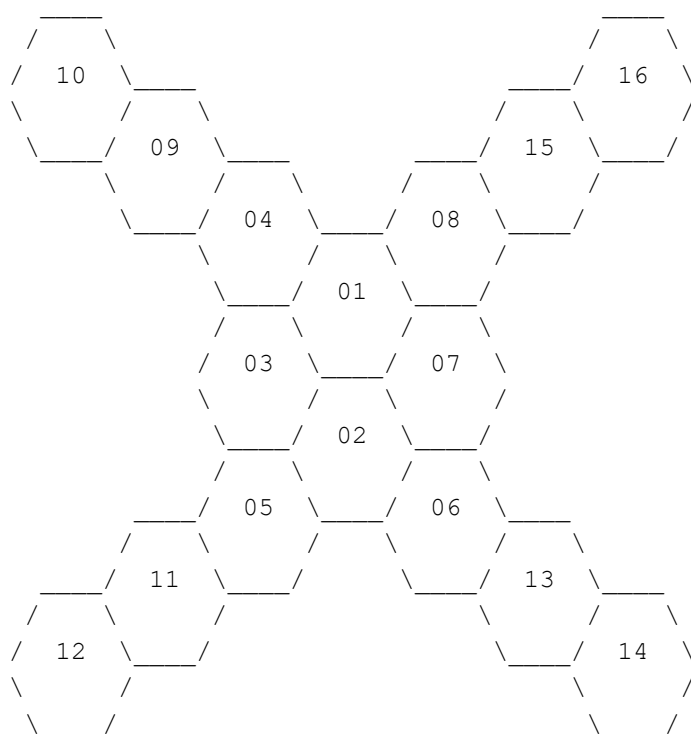
//\=====//\

CIRCUIT - De Konstruct Black  
 MODE - Speed Lap  
 CLASS - Venom  
 LAPS - 7  
 GOLD - 0.34.00  
 SILVER - 0.36.00  
 BRONZE - 0.39.00

CIRCUIT - Basilico White  
 MODE - Time Trial  
 CLASS - Rapier  
 LAPS - 4  
 GOLD - 1.31.00  
 SILVER - 1.34.00  
 BRONZE - 1.39.00

\-\/-/  
 \*\*GRID 9\*\*  
 /-\/-\/=====\/-\/-\/

Gain 28 points in Grid 8 to unlock Grid 9. This also unlocks Vertica White and Fort Gale Black for use in Racebox.



\\// :RACE 01: \\//  
 //\=====//\

\\// :RACE 02: \\//  
 //\=====//\

CIRCUIT - Vertica White  
 MODE - Single Race  
 CLASS - Flash  
 LAPS - 4  
 WEAPONS - On

CIRCUIT - Fort Gale Black  
 MODE - Speed Lap  
 CLASS - Venom  
 LAPS - 7  
 GOLD - 0.42.00  
 SILVER - 0.44.00  
 BRONZE - 0.47.00

\\// :RACE 03: \\//  
 //\=====//\

\\// :RACE 04: \\//  
 //\=====//\

CIRCUIT - De Konstruct Black  
 MODE - Time Trial  
 CLASS - Flash  
 LAPS - 4

CIRCUIT - Fort Gale Black  
 MODE - Eliminator  
 CLASS - Venom  
 LAPS - Infinite

GOLD - 1.59.00  
SILVER - 2.02.00  
BRONZE - 2.07.00

GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 05: \\//  
//\\=====//\\

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Fort Gale Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

CIRCUIT - The Amphiseum Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 07: \\//  
//\\=====//\\

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush White  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 22  
SILVER - Zone 19  
BRONZE - Zone 17

CIRCUIT - Vertica White  
MODE - Speed Lap  
CLASS - Venom  
LAPS - 7  
GOLD - 0.31.00  
SILVER - 0.33.00  
BRONZE - 0.36.00

\\// :RACE 09: \\//  
//\\=====//\\

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

CIRCUIT - The Amphiseum Black  
MODE - Speed Lap  
CLASS - Rapier  
LAPS - 7  
GOLD - 0.33.00  
SILVER - 0.35.00  
BRONZE - 0.38.00

\\// :RACE 11: \\//  
//\\=====//\\

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Vertica White  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 1.38.00  
SILVER - 1.41.00  
BRONZE - 1.46.00

CIRCUIT - Tech De Ra Black  
MODE - Eliminator  
CLASS - Flash  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 13: \\//  
//\\=====//\\

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush White  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.30.00  
SILVER - 0.32.00

CIRCUIT - The Amphiseum White  
MODE - Head To Head  
CLASS - Rapier  
LAPS - 4  
WEAPONS - Off

BRONZE - 0.35.00

\\// :RACE 15: \\//  
//\\=====//\\

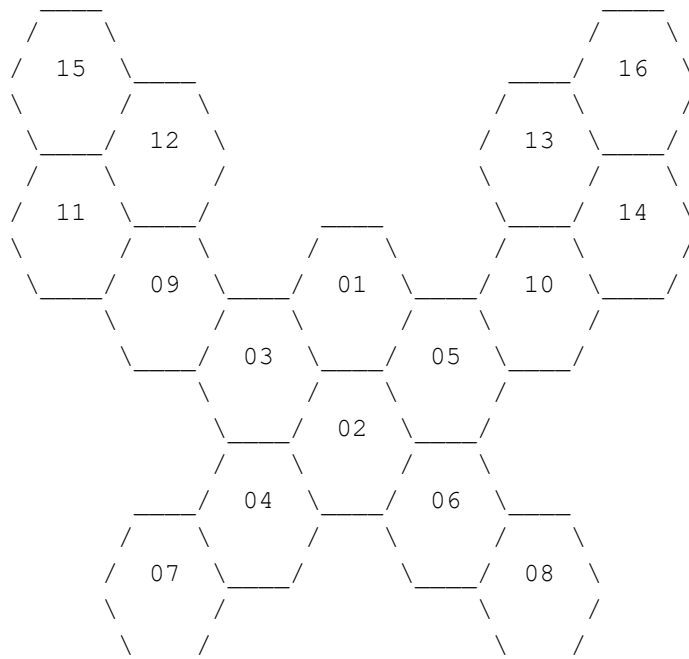
\\// :RACE 16: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction Black  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 2.00.00  
SILVER - 2.03.00  
BRONZE - 2.08.00

MODE - Tournament  
CLASS - Rapier  
LAPS - 4  
RACE 1 - Talon's Junction White  
RACE 2 - Metropia White  
RACE 3 - Arc Prime White  
RACE 4 - Fort Gale White  
RACE 5 - The Amphiseum White  
RACE 6 - Vertica White

\\-\\-/  
/-\\-\\=====/-\\-\\

Gain 28 points in Grid 9 to unlock Grid 10. This also unlocks Outpost 7 White and Basilico Black for use in Racebox.



\\// :RACE 01: \\//  
//\\=====//\\

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 White  
MODE - Speed Lap  
CLASS - Venom  
LAPS - 7  
GOLD - 0.38.00  
SILVER - 0.40.00  
BRONZE - 0.43.00

CIRCUIT - Fort Gale Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 22  
SILVER - Zone 19  
BRONZE - Zone 17

\\// :RACE 03: \\//  
//\\=====//\\

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 White  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

CIRCUIT - Basilico Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 05: \\//  
//\\=====//\\

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum Black  
MODE - Eliminator  
CLASS - Flash  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

CIRCUIT - Outpost 7 White  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 07: \\//  
//\\=====//\\

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush White  
MODE - Speed Lap  
CLASS - Rapier  
LAPS - 7  
GOLD - 0.27.00  
SILVER - 0.29.00  
BRONZE - 0.32.00

CIRCUIT - Moa Therma Black  
MODE - Head To Head  
CLASS - Rapier  
LAPS - 4  
WEAPONS - Off

\\// :RACE 09: \\//  
//\\=====//\\

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Metropia Black  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 1.51.00  
SILVER - 1.54.00  
BRONZE - 1.59.00

CIRCUIT - Outpost 7 White  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.20.00  
SILVER - 2.23.00  
BRONZE - 2.28.00

\\// :RACE 11: \\//  
//\\=====//\\

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra Black  
MODE - Speed Lap  
CLASS - Rapier  
LAPS - 7  
GOLD - 0.29.00  
SILVER - 0.31.00  
BRONZE - 0.34.00

CIRCUIT - Vertica White  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 13: \\//  
//\\=====//\\

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Basilico Black  
MODE - Speed Lap

CIRCUIT - Fort Gale Black  
MODE - Single Race



CIRCUIT - Platinum Rush Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

CIRCUIT - Vertica Black  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.32.00  
SILVER - 0.34.00  
BRONZE - 0.37.00

\\// :RACE 03: \\//  
//\\=====//\\

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush Black  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.06.00  
SILVER - 2.09.00  
BRONZE - 2.14.00

CIRCUIT - Basilico Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 24  
SILVER - Zone 21  
BRONZE - Zone 19

\\// :RACE 05: \\//  
//\\=====//\\

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Basilico Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

CIRCUIT - Fort Gale Black  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 2.10.00  
SILVER - 2.15.00  
BRONZE - 2.18.00

\\// :RACE 07: \\//  
//\\=====//\\

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Vertica Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

MODE - Tournament  
CLASS - Rapier  
LAPS - 4  
RACE 1 - Moa Therma White  
RACE 2 - De Konstruct White  
RACE 3 - Tech De Ra White  
RACE 4 - Basilico White  
RACE 5 - Platinum Rush White  
RACE 6 - Outpost 7 White

\\// :RACE 09: \\//  
//\\=====//\\

\\// :RACE 10: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Flash  
LAPS - 4  
RACE 1 - Talon's Junction Black  
RACE 2 - Metropia Black  
RACE 3 - Tech De Ra Black  
RACE 4 - Fort Gale Black  
RACE 5 - Vertica Black

CIRCUIT - Platinum Rush Black  
MODE - Eliminator  
CLASS - Flash  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 11: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 White  
MODE - Head To Head  
CLASS - Flash  
LAPS - 4  
WEAPONS - Off

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush Black  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.31.00  
SILVER - 0.33.00  
BRONZE - 0.36.00

\\// :RACE 13: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 White  
MODE - Eliminator  
CLASS - Rapier  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Vertica White  
MODE - Head To Head  
CLASS - Rapier  
LAPS - 4  
WEAPONS - Off

\\// :RACE 15: \\//  
//\\=====//\\

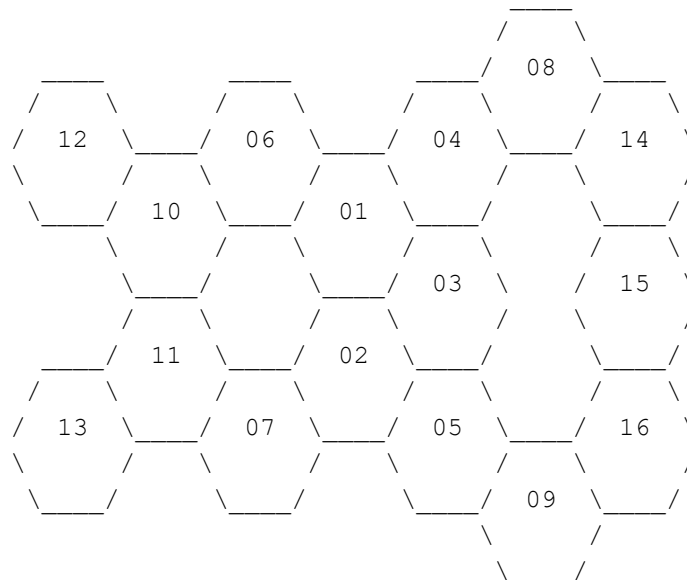
CIRCUIT - Platinum Rush Black  
MODE - Head To Head  
CLASS - Rapier  
LAPS - 4  
WEAPONS - Off

\\// :RACE 16: \\//  
//\\=====//\\

CIRCUIT - Vertica Black  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

\\-\\-\\- \\-\\-\\- \*\*GRID 12\*\* \\-\\-\\-  
/-/\\-\\=====/-/\\-\\

Gain 28 points in Grid 11 to unlock Grid 12. This also unlocks Outpost 7 Black for use in Racebox.



\\// :RACE 01: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Vertica Black  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.12.00  
SILVER - 2.15.00  
BRONZE - 2.20.00

\\// :RACE 03: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 18  
SILVER - Zone 13  
BRONZE - Zone 10

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Vertica White  
MODE - Speed Lap  
CLASS - Rapier  
LAPS - 7  
GOLD - 0.24.00  
SILVER - 0.26.00  
BRONZE - 0.29.00

\\// :RACE 05: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush Black  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 06: \\//  
//\\=====//\\

CIRUCIT - Basilico Black  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 1.41.00  
SILVER - 1.44.00  
BRONZE - 1.49.00

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Basilico White  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - 4

\\// :RACE 09: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 Black  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.24.00  
SILVER - 2.27.00  
BRONZE - 2.32.00

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Vertica Black  
MODE - Head To Head  
CLASS - Rapier  
LAPS - 4  
WEAPONS - Off

\\// :RACE 11: \\//  
//\\=====//\\

\\// :RACE 12: \\//  
//\\=====//\\



```

CIRCUIT - De Konstruct White      MODE - Tournament
MODE - Eliminator                 CLASS - Flash
CLASS - Rapier                    LAPS - 4
LAPS - Infinite                   RACE 1 - The Amphiseum Black
GOLD - 10 Kills                  RACE 2 - Vertica White
SILVER - 7 Kills                 RACE 3 - Basilico Black
BRONZE - 5 Kills                 RACE 4 - Platinum Rush Black
                                   RACE 5 - Outpost 7 Black

```

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\\// :RACE 13:  \\//           \\// :RACE 14:  \\//
//\=====//\           //\=====//\

```

```

CIRCUIT - Outpost 7 Black      CIRCUIT - Outpost 7 Black
MODE - Speed Lap              MODE - Speed Lap
CLASS - Flash                 CLASS - Rapier
LAPS - 7                      LAPS - 7
GOLD - 0.35.00                GOLD - 0.33.00
SILVER - 0.37.00              SILVER - 0.35.00
BRONZE - 0.40.00              BRONZE - 0.38.00

```

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\\// :RACE 15:  \\//           \\// :RACE 16:  \\//
//\=====//\           //\=====//\

```

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MODE - Tournament              CIRCUIT - Fort Gale White
CLASS - Rapier                 MODE - Head To Head
LAPS - 4                      CLASS - Rapier
RACE 1 - Arc Prime Black       LAPS - 4
RACE 2 - Basilico Black        WEAPONS - Off
RACE 3 - De Konstruct Black
RACE 4 - Fort Gale Black
RACE 5 - Metropia Black
RACE 6 - Moa Therma Black
RACE 7 - Outpost 7 Black
RACE 8 - Platinum Rush Black
RACE 9 - Talon's Junction Black
RACE 10 - Tech De Ra Black
RACE 11 - The Amphiseum Black
RACE 12 - Vertica Black

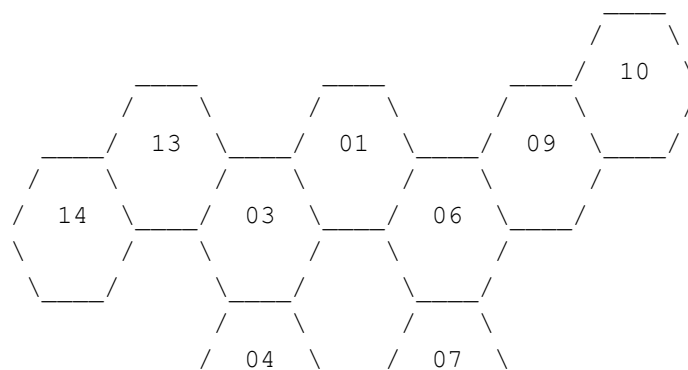
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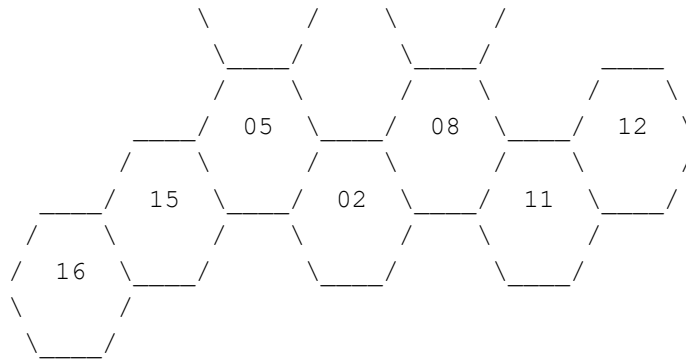
```

\-\-/\          **PHANTOM GRID 1**          \-\-/\
/-\-\-=====/-\-\-

```

Gain 28 points in Grid 12 to unlock Phantom Grid 1.





\\// :RACE 01: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction White  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Arc Prime Black  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 2.18.00  
SILVER - 2.20.00  
BRONZE - 2.23.00

\\// :RACE 03: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum White  
MODE - Head To Head  
CLASS - Phantom  
LAPS - 5  
WEAPONS - Off

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - De Konstruct Black  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 2.03.00  
SILVER - 2.05.00  
BRONZE - 2.08.00

\\// :RACE 05: \\//  
//\\=====//\\

CIRCUIT - Vertica White  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.22.00  
SILVER - 0.23.00  
BRONZE - 0.25.00

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush Black  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 5  
GOLD - 0.27.00  
SILVER - 0.28.00  
BRONZE - 0.30.00

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - Moa Therma Black  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Fort Gale Black  
MODE - Head To Head  
CLASS - Phantom  
LAPS - 5  
WEAPONS - Off

\\// :RACE 09: \\//  
//\\=====//\\

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra Black  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 2.10.00  
SILVER - 2.12.00  
BRONZE - 2.15.00

CIRCUIT - Fort Gale Black  
MODE - Eliminator  
CLASS - Phantom  
LAPS - 5  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 11: \\//  
//\\=====//\\

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Metropia White  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

CIRCUIT - Talon's Junction White  
MODE - Eliminator  
CLASS - Phantom  
LAPS - 5  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 13: \\//  
//\\=====//\\

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 White  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.30.00  
SILVER - 0.31.00  
BRONZE - 0.33.00

MODE - Tournament  
CLASS - Phantom  
LAPS - 5  
RACE 1 - Platinum Rush White  
RACE 2 - Vertica White  
RACE 3 - Outpost 7 White  
RACE 4 - Talon's Junction Black  
RACE 5 - Moa Therma Black  
RACE 6 - Metropia Black

\\// :RACE 15: \\//  
//\\=====//\\

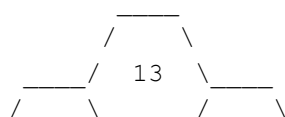
\\// :RACE 16: \\//  
//\\=====//\\

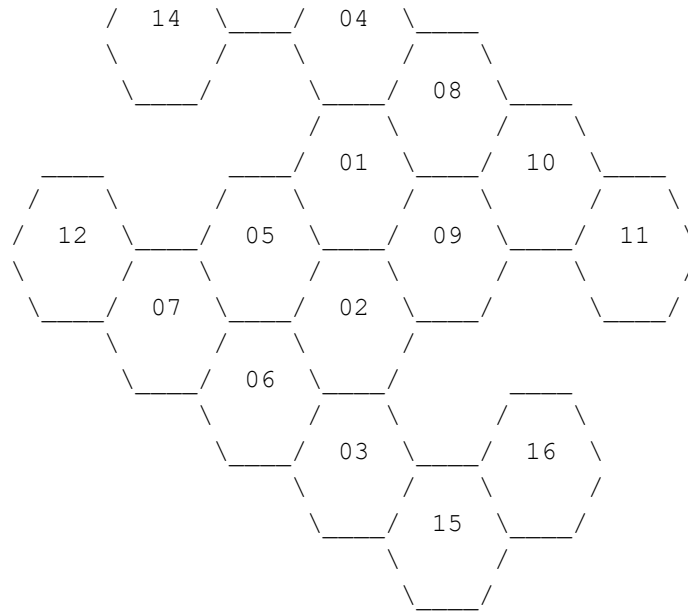
CIRCUIT - Basilico White  
MODE - Head To Head  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

MODE - Tournament  
CLASS - Phantom  
LAPS - 5  
RACE 1 - The Amphiseum Black  
RACE 2 - Fort Gale Black  
RACE 3 - Basilico Black  
RACE 4 - Platinum Rush Black  
RACE 5 - Vertica Black  
RACE 6 - Outpost 7 Black

\\-\\-/- \*\*PHANTOM GRID 2\*\* -\\-/-  
/-\\-\\=====/-\\-\\

Gain 28 points in Phantom Grid 1 to unlock Phantom Grid 2.





\\// :RACE 01: \\//  
//\\=====//\\

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra White  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

CIRCUIT - The Amphiseum Black  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 2.32.00  
SILVER - 2.34.00  
BRONZE - 2.37.00

\\// :RACE 03: \\//  
//\\=====//\\

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Moa Therma White  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.26.00  
SILVER - 0.27.00  
BRONZE - 0.29.00

CIRCUIT - Vertica Black  
MODE - Head To Head  
CLASS - Phantom  
LAPS - 5  
WEAPONS - Off

\\// :RACE 05: \\//  
//\\=====//\\

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush White  
MODE - Head To Head  
CLASS - Phantom  
LAPS - 5  
WEAPONS - Off

CIRCUIT - Arc Prime White  
MODE - Eliminator  
CLASS - Phantom  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 07: \\//  
//\\=====//\\

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Arc Prime White  
MODE - Single Race

CIRCUIT - Basilico Black  
MODE - Eliminator

CLASS - Phantom  
LAPS - 5  
WEAPONS - On

CLASS - Phantom  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 09: \\//  
//\\=====//\\

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction White  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.25.00  
SILVER - 0.26.00  
BRONZE - 0.28.00

CIRCUIT - Fort Gale White  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 2.31.00  
SILVER - 2.33.00  
BRONZE - 2.36.00

\\// :RACE 11: \\//  
//\\=====//\\

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 Black  
MODE - Head To Head  
CLASS - Phantom  
LAPS - 5  
WEAPONS - Off

CIRCUIT - Metropia Black  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.24.00  
SILVER - 0.25.00  
BRONZE - 0.27.00

\\// :RACE 13: \\//  
//\\=====//\\

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Basilico Black  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 1.57.00  
SILVER - 1.59.00  
BRONZE - 2.02.00

MODE - Tournament  
CLASS - Phantom  
LAPS - 5  
RACE 1 - The Amphiseum White  
RACE 2 - Fort Gale White  
RACE 3 - Basilico White  
RACE 4 - Arc Prime Black  
RACE 5 - De Konstruct Black  
RACE 6 - Tech De Ra Black

\\// :RACE 15: \\//  
//\\=====//\\

\\// :RACE 16: \\//  
//\\=====//\\

CIRCUIT - De Konstruct White  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

MODE - Tournament  
CLASS - Phantom  
LAPS - 5  
RACE 1 - Talon's Junction White  
RACE 2 - Moa Therma White  
RACE 3 - Metropia White  
RACE 4 - Arc Prime White  
RACE 5 - De Konstruct White  
RACE 6 - Tech De Ra White



\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - Arc Prime White  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.26.00  
SILVER - 0.27.00  
BRONZE - 0.29.00

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction Black  
MODE - Head To Head  
CLASS - Phantom  
LAPS - 5  
WEAPONS - Off

\\// :RACE 09: \\//  
//\\=====//\\

CIRCUIT - Metropia White  
MODE - Eliminator  
CLASS - Phantom  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Tech De Ra White  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.26.00  
SILVER - 0.27.00  
BRONZE - 0.29.00

\\// :RACE 11: \\//  
//\\=====//\\

CIRCUIT - Fort Gale White  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Moa Therma White  
MODE - Eliminator  
CLASS - Phantom  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 13: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 Black  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 2.36.00  
SILVER - 2.38.00  
BRONZE - 2.41.00

\\// :RACE 14: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Phantom  
LAPS - 5  
RACE 1 - Arc Prime White  
RACE 2 - De Konstruct White  
RACE 3 - Tech De Ra White  
RACE 4 - The Amphiseum Black  
RACE 5 - Fort Gale Black  
RACE 6 - Basilico Black

\\// :RACE 15: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Phantom  
LAPS - 5  
RACE 1 - Talon's Junction Black  
RACE 2 - Moa Therma Black  
RACE 3 - Metropia Black  
RACE 4 - Arc Prime Black

\\// :RACE 16: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Phantom  
LAPS - 5  
RACE 1 - Outpost 7 White  
RACE 2 - Vertica White  
RACE 3 - Platinum Rush White  
RACE 4 - Basilico White





BRONZE - 2.22.00

\\// :RACE 05: \\//  
//\\=====//\\

CIRCUIT - The Amphiseum White  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.29.00  
SILVER - 0.30.00  
BRONZE - 0.32.00

\\// :RACE 06: \\//  
//\\=====//\\

CIRUCIT - Tech De Ra Black  
MODE - Head To Head  
CLASS - Phantom  
LAPS - 5  
WEAPONS - Off

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - Metropia White  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 1.57.00  
SILVER - 1.59.00  
BRONZE - 2.02.00

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Platinum Rush Black  
MODE - Eliminator  
CLASS - Phantom  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 09: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Phantom  
LAPS - 5  
RACE 1 - The Amphiseum White  
RACE 2 - Fort Gale White  
RACE 3 - Basilico White  
RACE 4 - Platinum Rush White  
RACE 5 - Vertica White  
RACE 6 - Outpost 7 White

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Arc Prime Black  
MODE - Head To Head  
CLASS - Phantom  
LAPS - 5  
WEAPONS - Off

\\// :RACE 11: \\//  
//\\=====//\\

CIRCUIT - Talon's Junction Black  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 2.18.00  
SILVER - 2.20.00  
BRONZE - 2.23.00

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Outpost 7 White  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

\\// :RACE 13: \\//  
//\\=====//\\

MODE - Tournament  
CLASS - Phantom  
LAPS - 5  
RACE 1 - Talon's Junction White

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Fort Gale Black  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7

```

RACE 2 - Moa Therma White          GOLD - 0.31.00
RACE 3 - Metropia White            SILVER - 0.32.00
RACE 4 - Platinum Rush Black       BRONZE - 0.34.00
RACE 5 - Vertica Black
RACE 6 - Outpost 7 Black

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\\// :RACE 15:  \\//          \\// :RACE 16:  \\//
//\=====//\          //\=====//\

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CIRCUIT - Tech De Ra White          MODE - Tournament
MODE - Eliminator                   CLASS - Phantom
CLASS - Phantom                      LAPS - 5
LAPS - Infinite                     RACE 1 - Outpost 7 Black
GOLD - 10 Kills                    RACE 2 - Vertica Black
SILVER - 7 Kills                   RACE 3 - Platinum Rush Black
BRONZE - 5 Kills                   RACE 4 - Basilico Black
                                     RACE 5 - Fort Gale Black
                                     RACE 6 - The Amphiseum Black
                                     RACE 7 - Tech De Ra Black
                                     RACE 8 - De Konstruct Black
                                     RACE 9 - Arc Prime Black
                                     RACE 10 - Metropia Black
                                     RACE 11 - Moa Therma Black
                                     RACE 12 - Talon's Junction Black

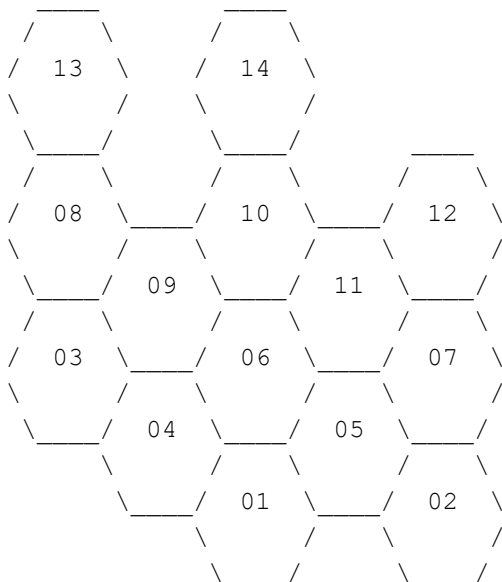
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\-\-/          **GRID MIRAGE**          \-\-/
-/\-\-=====/\-\-

```

Install the Mirage Pack to access Grid Mirage



```

\\// :RACE 01:  \\//          \\// :RACE 02:  \\//
//\=====//\          //\=====//\

```

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CIRCUIT - Vostok Reef Black          CIRCUIT - Edgewinter White
MODE - Single Race                   MODE - Speed Lap
CLASS - Venom                        CLASS - Venom
LAPS - 3                             LAPS - 7
WEAPONS - On                         GOLD - 0.36.00

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SILVER - 0.37.00  
BRONZE - 0.39.00

\\// :RACE 03: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef Black  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.25.00  
SILVER - 2.28.00  
BRONZE - 2.33.00

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Edgewater White  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 23  
SILVER - Zone 20  
BRONZE - Zone 18

\\// :RACE 05: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 23  
SILVER - Zone 17  
BRONZE - Zone 18

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Edgewater White  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - Edgewater White  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.31.00  
SILVER - 0.32.00  
BRONZE - 0.33.00

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Edgewater White  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 1.50.00  
SILVER - 1.53.00  
BRONZE - 2.07.00

\\// :RACE 09: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef Black  
MODE - Eliminator  
CLASS - Rapier  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Edgewater White  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

\\// :RACE 11: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef Black  
MODE - Head To Head  
CLASS - Rapier  
LAPS - 4  
WEAPONS - Off

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef Black  
MODE - Speed Lap  
CLASS - Rapier  
LAPS - 7  
GOLD - 0.31.00

SILVER - 0.32.00  
BRONZE - 0.35.00

\\// :RACE 13: \\//  
//\\=====//\\

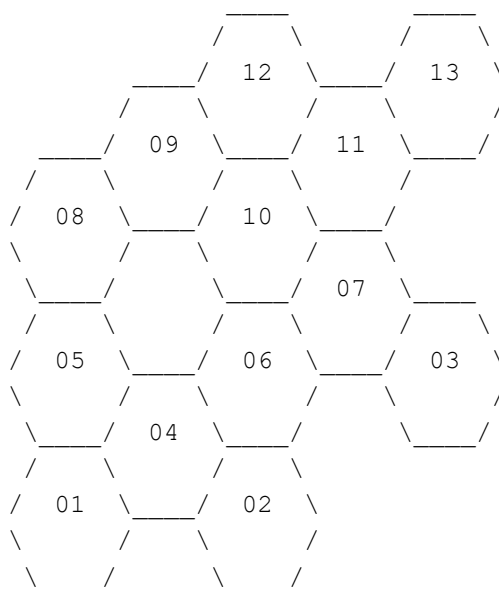
\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Edgewinter White  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 2.03.00  
SILVER - 2.06.00  
BRONZE - 2.25.00

CIRCUIT - Vostok Reef Black  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

\\-\\-// \*\*GRID ICARAS\*\* \\-\\-//  
/-/\\-\\=====/-/\\-\\

Install the Icaras Pack to access Grid Icaras



\\// :RACE 01: \\//  
//\\=====//\\

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Edgewinter Black  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 1.50.00  
SILVER - 1.53.00  
BRONZE - 1.58.00

CIRCUIT - Gemini Dam White  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\// :RACE 03: \\//  
//\\=====//\\

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Edgewinter Black  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7

CIRCUIT - Edgewinter Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite

GOLD - 0.32.00  
SILVER - 0.33.00  
BRONZE - 0.35.00

GOLD - Zone 23  
SILVER - Zone 20  
BRONZE - Zone 10

\\// :RACE 05: \\//  
//\\=====//\\

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Gemimi Dam White  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.15.00  
SILVER - 2.18.00  
BRONZE - 2.23.00

CIRCUIT - Edgewinter Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 07: \\//  
//\\=====//\\

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Gemini Dam White  
MODE - Eliminator  
CLASS - Flash  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

CIRCUIT - Edgewinter Black  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 1.50.00  
SILVER - 1.53.00  
BRONZE - 1.58.00

\\// :RACE 09: \\//  
//\\=====//\\

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Gemini Dam White  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 1.58.00  
SILVER - 2.01.00  
BRONZE - 2.06.00

CIRCUIT - Gemini Dam White  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

\\// :RACE 11: \\//  
//\\=====//\\

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Edgewinter Black  
MODE - Head To Head  
CLASS - Rapier  
LAPS - 4  
WEAPONS - Off

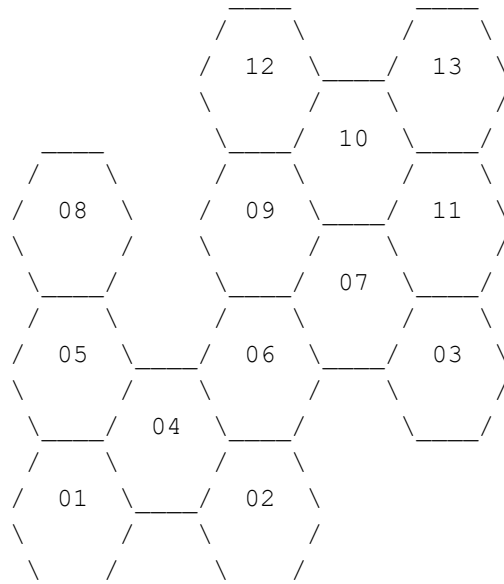
CIRCUIT - Edgewinter Black  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - Off

\\// :RACE 13: \\//  
//\\=====//\\

CIRCUIT - Gemini Dam White  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.26.00  
SILVER - 0.27.00

\-\-/-/        \*\*GRID HARIMAU\*\*        \-\-/-/  
/-/\/-\-\\=====\/-/\/-\-

Install the Harimau Pack to access Grid Harimau



\\//    :RACE 01:    \\//                      \\//    :RACE 02:    \\//  
//\\=====//\\                                      //\\=====//\\

CIRCUIT - Gemini Dam Black  
MODE - Speed Lap  
CLASS - Venom  
LAPS - 7  
GOLD - 0.35.00  
SILVER - 0.36.00  
BRONZE - 0.38.00

CIRCUIT - Orcus White  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

\\//    :RACE 03:    \\//                      \\//    :RACE 04:    \\//  
//\\=====//\\                                      //\\=====//\\

CIRCUIT - Gemini Dam Black  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.06.00  
SILVER - 2.09.00  
BRONZE - 2.14.00

CIRUCIT - Orcus White  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 30  
SILVER - Zone 27  
BRONZE - Zone 25

\\//    :RACE 05:    \\//                      \\//    :RACE 06:    \\//  
//\\=====//\\                                      //\\=====//\\

CIRCUIT - Orcus White  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.27.00

CIRCUIT - Gemini Dam Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

SILVER - 0.28.00  
BRONZE - 0.30.00

\\// :RACE 07: \\//  
//\\=====//\\

CIRCUIT - Orcus White  
MODE - Eliminator  
CLASS - Flash  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills  
BRONZE - 5 Kills

\\// :RACE 08: \\//  
//\\=====//\\

CIRUCIT - Gemini Dam Black  
MODE - Speed Lap  
CLASS - Rapier  
LAPS - 7  
GOLD - 0.28.00  
SILVER - 0.29.00  
BRONZE - 0.31.00

\\// :RACE 09: \\//  
//\\=====//\\

CIRCUIT - Orcus White  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

\\// :RACE 10: \\//  
//\\=====//\\

CIRUCIT - Gemini Dam Black  
MODE - Head To Head  
CLASS - Rapier  
LAPS - 4  
WEAPONS - Off

\\// :RACE 11: \\//  
//\\=====//\\

CIRCUIT - Orcus White  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 1.33.00  
SILVER - 1.36.00  
BRONZE - 1.41.00

\\// :RACE 12: \\//  
//\\=====//\\

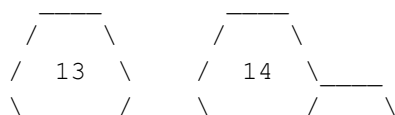
CIRCUIT - Gemini Dam Black  
MODE - Sinlge Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

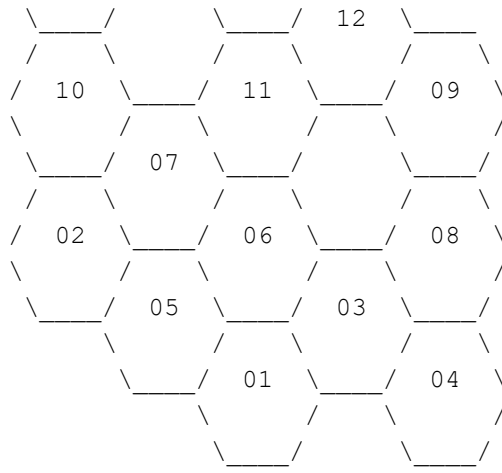
\\// :RACE 13: \\//  
//\\=====//\\

CIRCUIT - Orcus White  
MODE - Time Trial  
CLASS - Phantom  
LAPS - 5  
GOLD - 1.45.00  
SILVER - 1.48.00  
BRONZE - 1.53.00

\\-\\-// \*\*GRID AURICOM\*\* \\-\\-/  
/-/\\-\\=====/-/\\-\\

Install the Auricom Pack to access Grid Auricom





\\// :RACE 01: \\//  
//\\=====//\\

\\// :RACE 02: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef White  
MODE - Single Race  
CLASS - Venom  
LAPS - 3  
WEAPONS - On

CIRCUIT - Orcus Black  
MODE - Speed Lap  
CLASS - Flash  
LAPS - 7  
GOLD - 0.29.00  
SILVER - 0.30.00  
BRONZE - 0.32.00

\\// :RACE 03: \\//  
//\\=====//\\

\\// :RACE 04: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef White  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 23  
SILVER - Zone 20  
BRONZE - Zone 18

CIRCUIT - Orcus Black  
MODE - Time Trial  
CLASS - Venom  
LAPS - 3  
GOLD - 1.37.00  
SILVER - 1.40.00  
BRONZE - 1.45.00

\\// :RACE 05: \\//  
//\\=====//\\

\\// :RACE 06: \\//  
//\\=====//\\

CIRCUIT - Orcus Black  
MODE - Zone  
CLASS - Zone  
LAPS - Infinite  
GOLD - Zone 25  
SILVER - Zone 22  
BRONZE - Zone 20

CIRCUIT - Orcus Black  
MODE - Single Race  
CLASS - Flash  
LAPS - 4  
WEAPONS - On

\\// :RACE 07: \\//  
//\\=====//\\

\\// :RACE 08: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef White  
MODE - Eliminator  
CLASS - Flash  
LAPS - Infinite  
GOLD - 10 Kills  
SILVER - 7 Kills

CIRCUIT - Vostok Reef White  
MODE - Time Trial  
CLASS - Flash  
LAPS - 4  
GOLD - 2.07.00  
SILVER - 2.10.00



BRONZE - 5 Kills

BRONZE - 2.15.00

\\// :RACE 09: \\//  
//\\=====//\\

\\// :RACE 10: \\//  
//\\=====//\\

CIRCUIT - Orcus Black  
MODE - Time Trial  
CLASS - Rapier  
LAPS - 4  
GOLD - 1.40.00  
SILVER - 1.43.00  
BRONZE - 1.48.00

CIRCUIT - Vostok Reef White  
MODE - Speed Lap  
CLASS - Rapier  
LAPS - 7  
GOLD - 0.28.00  
SILVER - 0.29.00  
BRONZE - 0.31.00

\\// :RACE 11: \\//  
//\\=====//\\

\\// :RACE 12: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef White  
MODE - Single Race  
CLASS - Rapier  
LAPS - 4  
WEAPONS - On

CIRCUIT - Orcus Black  
MODE - Head To Head  
CLASS - Rapier  
LAPS - 4  
WEAPONS - Off

\\// :RACE 13: \\//  
//\\=====//\\

\\// :RACE 14: \\//  
//\\=====//\\

CIRCUIT - Vostok Reef White  
MODE - Speed Lap  
CLASS - Phantom  
LAPS - 7  
GOLD - 0.25.00  
SILVER - 0.26.00  
BRONZE - 0.28.00

CIRCUIT - Orcus Black  
MODE - Single Race  
CLASS - Phantom  
LAPS - 5  
WEAPONS - On

[011]

=====

\\-\\-// \*\*DOWNLOAD PACKS\*\* \\-\\-//  
//-/-\\=====//-/-\\

\\// :MIRAGE PACK: \\//  
//\\=====//\\

SIZE - 11 MB  
RELEASED - 07/02/2008  
COST - 13.49

CRAFT - Mirage Anti-Gravity Excellence Centre  
TRACK - Edgewinter White  
TRACK - Vostok Reef Black

\\// :ICARAS PACK: \\//  
//\\=====//\\

SIZE - 8.2 MB  
RELEASED - 14/02/2008  
COST - J2.99

CRAFT - Project Icaras  
TRACK - Edgewinter Black  
TRACK - Gemini Dam White

\\// :HARIMAU PACK: \\//  
//\\=====//\\

SIZE - 8.6 MB  
RELEASED - 21/02/08  
COST - J2.99

CRAFT - Harimau International  
TRACK - Gemini Dam Black  
TRACK - Orcus White

\\// :AURICOM PACK: \\//  
//\\=====//\\

SIZE - 11 MB  
RELEASED - 21/02/08  
COST - J1.99

CRAFT - Auricom Research Industries  
TRACK - Orcus Black  
TRACK - Vostok Reef White

[012]

=====

\\-\\-// \*\*UNLOCKABLE CONTENT\*\* \\-\\-//  
//-/\-\\=====//-/\-\\

After each race in Wipeout Pulse, you obtain loyalty points for the team you are racing for. This unlocks extra content for use in the game. Note that the loyalty point values given below are for one team only, they cannot be spread over several teams

- 4000 - Unlock Alternate skin for team you are using
- 8000 - Unlock Eliminator skin for team you are using
- 16000 - Unlock Zone craft for team you are using
- 25000 - Unlock Concept craft for team you are using
- 60000 - Unlock Alternate skins for all other teams
- 75000 - Unlock Eliminator skins for all other teams
- 90000 - Unlock Zone craft for all other teams
- 100000 - Unlock Concept craft for all other teams

[013]

=====

\\-\\-// \*\*SOUNDTRACK\*\* \\-\\-//

//-/\-\\=====//-/\-\\

```
Artist                : Title
-----
Kraftwerk              : Aero Dynamik
Mason                  : Exceeder
Dopamine               : Flat Out
Move Ya! & Steve Lavers : Chemical
Stanton Warriors      : Tokyo
B Phreak & Groove Alliegence : Break Ya Self
Rennie Pilgrem & Blim  : Slingshot
DJ Fresh               : X-Project
Edline, Optical & Matrix : Frontline
Noisia                 : Seven Stitches
Mist                   : Smart Systems
Booka Shade            : Steady Rush
Aphex Twin             : Fenix Funk 5
Skream                 : Suspicious Thoughts
Guy Gerber & Shlomi Aber : Sea of Sand
Loco Dice              : City Lights
```

You can also add up to 30 of your own MP3s to the playlist by creating a MUSIC folder on the root of the memory stick. Inside that folder, create a new one called WIPEOUT, and place your MP3 files in there. Be aware that the game is very picky about how they are encoded, so if they don't play, you may need to re-encode them.

[014]

=====

```
\\-\-//                **USEFUL LINKS**                \\-\-//
//-/\-\\=====//-/\-\\
```

Official Wipeout Pulse site - <http://www.wipeoutpulse.com>

Official Wipeout general site - <http://www.wipeout-game.com>

WipeoutZone - <http://www.wipeoutzone.com>

[015]

=====

```
\\-\-//                **THANKS**                \\-\-//
//-/\-\\=====//-/\-\\
```

Studio Liverpool - For bringing Wipeout back from the mire of Fusion and doing such a brilliant job of it

GameFAQs, IGN, - For hosting this guide  
Neoseeker,  
WipeoutZone

Rob Foxx - For the team backstories, for the work he has done at WipeoutZone and for being a good mate

Colin Berry - For leading the project to bring Wipeout back to the

frontline. Top bloke, nice guy to meet and always willing to listen to fan feedback.

[016]

```
=====
\\-\\-//                               **LEGAL**                               \\-\\-//
//-/\\-\\=====//-/\\-\\
```

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