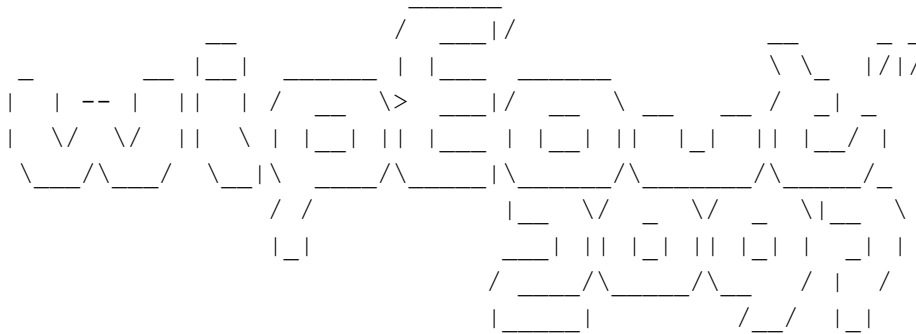


# Wipeout 2097 FAQ/Walkthrough

by Hellfire X

Updated to v1.01 on Dec 9, 2006

This walkthrough was originally written for Wipeout 2097 on the PSX, but the walkthrough is still applicable to the SATURN version of the game.



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

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

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[001]

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

- v1.01- 09.12.06 - Forgot to add the search function, now sorted.
  
- v1.0 - 17.11.06 - Guide complete. Track guides for Gare d'Europa, Odessa Keys, Vostok Island and Spilskinanke completed.
  
- v0.8 - 16.11.06 - Track guides for Talon's Reach, Sagarmatha, Valparaiso and Phenitia Park complete.
  
- v0.6 - 04.09.06 - Circuit info added. Team profiles, weapon info, racing techniques and game modes sections completed. Soundtrack and cheats sections added.
  
- v0.2 - 14.06.06 - Skeleton guide. Sections in place, team info and ASCII added. Weapon ASCII added. Racing techniques section added.

[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. I've had to put up with a lot of this recently, so I'm going on a zero-tolerance policy now. ONE useless email and your address will be blocked. In the case of mass emails, all addresses involved will be blocked. To help avoid this, DO NOT ADD MY ADDRESS TO YOUR ADDRESS BOOK.

[003]

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\\-\\-//                               **INTRODUCTION**                               \\-\\-//
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Welcome to the year 2097. AG racing has taken over as the most popular sport on the planet, and large scale changes since the F3600 have brought a new level of excitement and adrenaline rushes to both competitors and spectators alike. A new arsenal of weapons now mean craft are no longer invulnerable and a new dimension to the racing circuit has arrived with tactical combat playing a huge role. Widely regarded by fans of the series to be the best Wipeout game of them all, Wipeout 2097 has remained a classic for nearly ten years and will remain so for many more. Welcome to the F5000 AG Racing league.

[004]

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\\-\\-//                               **CONTROLS**                               \\-\\-//
//-/\\-\\=====//-/\\-\\
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D-pad/Stick - Steering and pitch control  
Square - Discard weapon  
Triangle - Change view  
Circle - Fire weapon  
Cross - Accelerate  
L2 - Left airbrake  
R2 - Right airbrake

[005]

```
=====
\\-\\-//                               **GAME MODES**                               \\-\\-//
//-/\\-\\=====//-/\\-\\
```

```
\\// :ARCADE: \\//
//\\=====//\\
```

Pick a track, pick a race class, pick a craft and race against 12-15 AI opponents. First gets you a gold medal, second gets silver and third gets bronze. The number of laps varies depending on speed class. Vector races are two laps, Venom are three, Rapier are four and Phantom are five. This is the same for all game modes.

\\// :TIME TRIAL: \\//  
//\\=====//\\

As Arcade, but this time there are no opponents or weapons, it's just you against the clock. This is a very good way to practice a track before you race it.

\\// :CHALLENGE I - PHANTOM CHALLENGE: \\//  
//\\=====//\\

Unlocked after acquiring golds in the first six tracks, the Phantom challenge is a six-race tournament at Rapier class. You start the tournament with three lives. In order to progress to the next track, you must win the race. Second or third will allow you to repeat the track without losing a life. If you finish outside the top three, you must lose a life in order to retry the track. Successfully completing this challenge unlocks Phantom class and the final two tracks, Vostok Island and Spilskinanke, for use in Phantom class only. The other six tracks are unlocked for racing in all other speed classes.

NB: Phantom challenge becomes locked again once the Piranha challenge is unlocked

\\// :CHALLENGE II - PIRANHA CHALLENGE: \\//  
//\\=====//\\

Unlocked after acquiring golds on Vostok Island and Spilskinanke, the Piranha challenge is an eight-race tournament in Phantom class. As with the Phantom challenge, you must win each race in order to progress, with second or third allowing you a free retry. Successfully completing the Piranha challenge unlocks Vostok Island and Spilskinanke for use in Rapier class and unlocks the Piranha super craft. The other six tracks are unlocked for racing in Phantom class.

NB: Unlike the Phantom challenge, the Piranha challenge remains unlocked

\\// :ARCADE LINK: \\//  
//\\=====//\\

The first of the multiplayer modes, link up two Playstations and two TVs to play against a friend in Arcade mode. This mode is identical to the single player Arcade mode.

\\// :ONE ON ONE: \\//  
//\\=====//\\

As above, however this time there are no AI opponents. It's just you against a friend.

[006]

=====

\\-\\-//	**RACING TECHNIQUES AND GAME MECHANICS**	\\-\\-//
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```
\\// :BASIC RACING LINE: \\//  
//\\=====//\\
```

Knowing the track is one thing, knowing how to race it is something completely different. Learning the racing line will allow you to race the course in a much quicker time and without crashing. 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 learn the racing line of a course is in Time Trial mode, where you don't have the distraction of other craft ramming you or firing on you. To find the ideal racing line of a track, you need to take each corner with the next one in mind. Usually when taking a corner, you should enter it from the outside, move over to the apex while taking it, and then allow yourself to drift over to the outside again. However, sometimes if there is an opposite corner directly following it, you can find yourself on the wrong side of the track and leave yourself with a bad approach to the next corner, making you either crash or slow down far more than necessary. Always take a corner series with the final corner in mind, as this is where you will be making your exit and where you will need to maximise your speed. 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.

```
\\// :SHIELD ENERGY: \\//  
//\\=====//\\
```

Unlike the craft in WipEout, in 2097 your craft can only take a certain amount of battering before it will be destroyed. Your shields are what will keep you alive on the AG circuit. The purple bar below the 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. Once your shields drop to 25%, you will receive an "Shield energy low" warning from the craft computer. Your craft will be destroyed if your energy hits 0%. To recharge your energy, you will need to fly through the red pit lanes. There is one on each track, most commonly close to the starting line, but sometimes they will be a fair way into the circuit.

```
\\// :USE OF THRUST: \\//  
//\\=====//\\
```

While most of the time you'll want to keep the thruster hammered down, there are some situations where letting off of the thruster will give you greater control over the craft. For example, going over a peak too fast will cause you to lose contact with the track and as a result will slow you down, dropping your craft back to the track. Letting up on the thrust briefly as you go over will keep you close to the track and will keep your speed up. Also, letting up will also allow you to turn much more sharply, and is practically necessary in the heavier craft. Eventually it will become instinctive once you get used to how far you can push the craft in the corners.

```
\\// :AIRBRAKES: \\//
//\=====//\
```

The airbrakes are there to serve two purposes. The first is to provide an extra slowing method if you find yourself going too fast into a corner, or too hard over a peak. In this case, hitting both brakes will slow the craft down. However, this is a very inefficient way to get round the circuit, and it is recommended that you don't get into a habit of doing this and only use them in real emergencies. The other use is what they're really meant to be used for, and that is to provide you craft with a sharp turning circle. Hitting the left brake will cause your craft to veer left, while hitting the right one will cause it to veer right. Use the corresponding brake while turning and the craft will turn more sharply as the brake causes the back end to swing out. The opposite brake can also be used to laterally shift the craft in the opposite direction if you find you've entered a corner too early.

```
\\// :PITCH CONTROL: \\//
//\=====//\
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Knowing when to lift or drop the nose can really give you the edge in a race. When airborne, keeping the craft as level with the track as you can will ensure that you won't bottom out by bouncing along the track, losing speed as a result. When jumping, pull the nose as far up as you can to soften the landing. When going over a peak, drop the nose to keep the craft level with the track, and similarly raise the nose if you enter a trough.

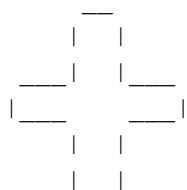
```
\\// :BOOST START: \\//
//\=====//\
```

Quite difficult to pull off, but it will give you a real advantage if you can. During the pre-race countdown, aim to feather the thruster at the top of the the third bar from the right. It can be quite difficult in high thrust craft on Vector class. If the thrust bar is in that area when "GO" is called, you will receive a boost as you start. Be careful when doing this though. If the bar is below this area, nothing will happen, but if it is above, the craft will stall and you will have a very slow start.

[007]

```
\\-\\-// **WEAPON SYSTEMS** \\-\\-//
//-/\-\\=====//-/\-\\
```

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\\// :MINES: \\//
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Perfect for the persistant bastard who won't leave you alone. Activate to deposit five explosive mines in quick succession directly behind your craft. Anyone running through all five will suffer heavy damage and will be slowed to a crawl. Even one can significantly slow a pursuer, and a good strategy is to lay them out across the track to guarantee at least one will hit. Aiming them is a gamble as there is no way to know exactly where a pursuer is.

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\\// :MISSILE: \\//
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A very useful, but erratic weapon. Upon picking up a missile, a targeting reticule will lock on to the closest craft to you. When fired, a blue missile will chase the target up the track and deal moderate damage on impact. The missile isn't particularly agile, and launching in corners will only result in it hitting a wall. If a missile is coming your way, hug a wall and it will more than likely slam into it instead of you. The missile can also be fired backwards. If you see "REAR LOCK" appear underneath the weapon indicator, the missile has locked onto a target behind you. Tilt the nose up and fire to launch it backwards.

```
\\// :ELECTROBOLT: \\//
//\\=====//\\
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Very similar to the shockwave in WipEout, the electrobolt is a homing weapon that will disrupt your opponent's craft without damaging them. A targeting reticule will appear in the same way as a missile when picked up. Once launched, it will home in on the target and on impact will slow the craft down and cause the handling to become slightly erratic. As they use the same targeting systems used in the missiles, they suffer from the same problem of being unable to tackle sharp corners effectively.

```
\\// :ROCKETS: \\//
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Rockets are your basic projectile weapon. Activate to launch three unguided rockets down the track in a horizontal row. Each rocket that hits home will deal moderate damage and will slow down the target. The rockets are very precise though and it is not unusual to see them harmlessly fly between the gaps between the craft ahead. Best launched at close range.

```
\\// :SHIELD: \\//
//\\=====//\\
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A very useful weapon, when activated the shield will protect you from all damage for five seconds. Weapons will harmlessly explode on the shield and you can just keep on going without being slowed. However, while wall impacts will do no damage, they will still slow you. Also, it is important to remember that weapons cannot be fired while the shield is active, it must be lowered before you can fire your next weapon. However, you can still pick up and discard weapons while it is active.

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\\// :TURBO: \\//
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Does exactly what it says on the tin. Activate to give your craft a strong speed boost. Probably goes without saying that you should only really use these on straights, as the boost is actually very strong and will almost certainly send you crashing into the walls if used in a corner series. It is also recommended that you are extremely careful using these on Phantom class, as the speed gained will require extreme skill to handle, even if used on a straight. The AI will not use the turbo.

\\// :AUTOPILOT: \\//

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An absolute saviour on Phantom class. The autopilot when activated will take the controls out of your hands for about five seconds, navigating the course quickly and with ease. When you see "Autopilot disengaging", be ready to retake control, as the autopilot will deactivate when the craft next levels out. Like the shield, you are unable to fire weapons while the autopilot is active, though you can deactivate it at any time.

\\// :THUNDER BOMB: \\//

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A surprise package if there ever was one, the thunder bomb will stop everyone in their tracks with ease. When activated, what looks like a single mine will be deployed from the rear of the craft. About half a second later, a huge explosion will heavily damage and bring to a near halt all craft you can see. Bear in mind that the explosion is quite bright and can blind you for a split second, so be careful about using it on a complex corner series. Also, any craft behind you will not be affected. The AI will not use the thunder bomb.

\\// :PLASMA BOLT: \\//

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The most powerful weapon in the game. The plasma bolt is capable of ripping through a craft like it were made of paper. When activated, the bolt will charge for half a second before being fired straight down the track. If it hits a craft, it will be destroyed regardless of remaining shield power. A very potent weapon to have near the top of the pack, as eliminating the leader will leave you with an easy win. because of the charge time though, it can be very difficult to aim. The AI will not use the plasma bolt

\\// :QUAKE DISRUPTOR: \\//

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Now here's one you DON'T need to aim! The quake is a new weapon to the series and is capable of ruining everything in front of it. When fired, the track itself rises up and flies ahead in a wave down the track. All craft it hits are thrown into the air and slammed back down to earth, suffering massive damage. However, it becomes almost completely ineffective on Phantom class. The wave travels only slightly faster than the AI craft on Phantom class, and your craft can easily keep up with it, leaving you with a wall of track just ahead of you, blinding the route ahead, and without any opponents being hit at all. The wave also has a fairly short range as well. The AI will not use the quake.

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\\// :ENERGY PACK: \\//
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The energy pack is an emergency energy reserve for when your craft has taken a beating. Activate to restore 20% of your shield energy. Unlike other weapons, you can only pick up an energy pack when your shield is critical.

[008]

```

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

```

Explanation of the stats:

- THRUST - How quickly the craft accelerates
- TOP SPEED - Maximum speed achievable by the craft
- TURNING - How responsive the craft is to turning
- SHIELD - How much damage the craft can take before being destroyed
- AERODYNAMICS - How well the craft deals with air resistance (the lower the rating, the more acceleration will decrease at higher speeds)

Stats are rated on a scale of one to ten

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\\// :FEDERAL EUROPEAN INDUSTRIAL SCIENCE AND RESEARCH: \\//
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```
THRUST          -  - - - - - - -
TOP SPEED       -  | | | | | | |
TURNING        -  | | | | | | | |
SHIELD         -  | | | | | | |
AERODYNAMICS   -  | | | | | | | |
```

```
ORIGIN          - United Europe
LIVERY         - Blue and Yellow
ESTABLISHED    - 2017
```

FEISAR have the unenvied reputation of being the back markers in almost every season. The bureaucracy that surrounds every aspect of the team due to the fact they don't have a centre of operations is crippling, and as such it is very difficult to create a craft that can compete with the richer, more stable teams. As the FEISAR assembly line spans 12 countries, none of whom communicate with each other on a regular basis, the end product can be well below par, and their craft have always suffered in the speed area. However, they have the redeeming quality of bringing through some of the highest profile pilots in AG racing due to the craft's ease of use. In the end though, FEISAR is seen as little more than a stepping stone, and until the company can actually unite and work as one, they will remain that way.

The FEISAR craft is very agile, with a lot of thrust and strong shields. Most of the time you will be able to navigate a course without even touching the airbrakes, and as a result it is an excellent craft to learn in as the airbrakes take time to master. However, as a result of this, it is very slow, and will struggle to keep up with the faster craft over the course of a race.

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\\//      :ANTI-GRAVITY SYSTEMS:  \\//
//\=====//\
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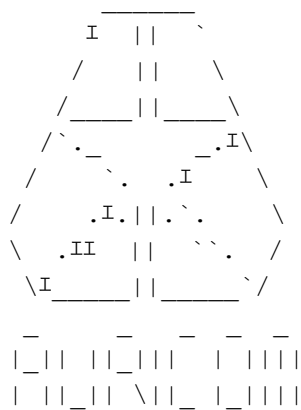
```
THRUST          -  - - - - - - -
TOP SPEED       -  | | | | | | |
TURNING        -  | | | | | | | |
SHIELD         -  | | | | | | |
AERODYNAMICS   -  | | | | | | | |
```

```
ORIGIN          - Japan
LIVERY         - Red and White
ESTABLISHED    - 2017
```

AG Systems are well respected throughout the AG racing world as the founding fathers of the sport, with Pierre Belmondo at the helm. Always at the forefront of AG technology, they are overly keen on showing off their research in their craft, making constant changes to accommodate it. As such, some pilots have become frustrated, as the constant changes result in them being unable to settle and their performance is extremely inconsistent. However, most of their pilots remain loyal, confident in the knowledge that they are the envy of many associated with the sport in being able to sample the newest AG technology before they can even dream of it. It remains obvious though that AG Systems is much more concerned with research than racing, and their success on the track is usually short lived.

AG Systems' craft is also very agile, with the strongest thrusters of any AG team and a speed far superior to FEISAR's craft. A good stepping stone if you like the lighter craft, but as a result of this, AG Systems' shields are very poor. The craft will be unable to take much punishment, and the extra agility may be offset by having to make constant trips into the pit lane.

```
\\// :AURICOM RESEARCH INDUSTRIES: \\//
//\\=====//\\
```



```

THRUST      -  |___| |___| |___|
TOP SPEED   -  |___| |___| |___|
TURNING     -  |___| |___| |___|
SHIELD      -  |___| |___| |___|
AERODYNAMICS - |___| |___| |___|
  
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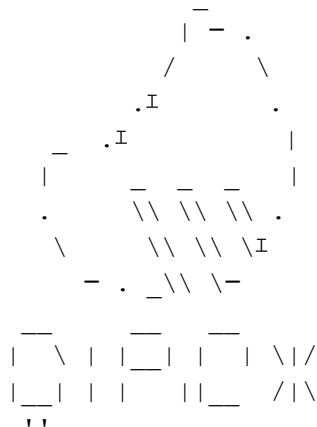
ORIGIN      - North America
LIVERY      - Blue and Red
ESTABLISHED - 2025
  
```

One of the big teams of AG racing, Auricom are the team most closely related to AG Systems on the grounds that they are indebted to the ideals of Pierre Belmondo and his visions for the development of AG technology for the good of mankind. Instilled by their founder, Delia Flaubert, they are not in any way profit-led and make it known at all times that they are out to fight fairly. This stance is an indirect stab at their bitter rivals, Qirex. While the Tetsuo twins have now retired, the pilots of both teams still harbor a grudge against each other and the front of the pack can be a very fiery affair, with eliminations a common sight. Auricom are seen as the only team currently capable of competing with Qirex, though they will need to put some of their principles to one side and invest a bit of money into their development division if they are to do so.

Auricom's craft are average in every way. Faster than AG Systems, the Auricom is slightly heavier and has stronger shields, though not quite up to FEISAR

standard. This craft is a good step up from AG Systems, but still handles well enough to be a very useful craft in the faster speed classes. Its shields are still a little on the low side though.

```
\\//      :QIREX RESEARCH AND DEVELOPMENT:    \\//
//\\=====//\\
```



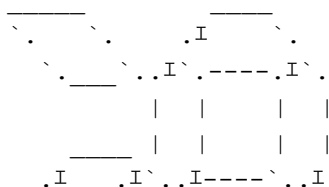
```
THRUST      - | | | | | | | | | |
TOP SPEED   - | | | | | | | | | |
TURNING     - | | | | | | | | | |
SHIELD      - | | | | | | | | | |
AERODYNAMICS - | | | | | | | | | |
```

```
ORIGIN      - Russia
LIVERY      - Purple and Blue
ESTABLISHED - 2041
```

The big boys of AG racing, Qirex are widely known to be the most successful team of them all. With more championship titles behind them than all the other teams put together, they are frequently seen at the front of the grid before a race and are even more frequently seen at the front at the end as well. Qirex has more money than their research division knows what to do with, and as a result, their advertising campaign has attracted a massive fanbase, bringing in even more money. In stark contrast to Auricom, Qirex is led solely by money, and will do anything to see their profits maximised. Due to the skill required in handling their craft, they also attract the most high profile pilots to them, anyone without the necessary skill is unceremoniously shown the door. With such a huge foothold in the league, it is unlikely that any team will come close to Qirex for years to come.

Qirex have earned their place at the top of the AG league by having the fastest craft of them all. It takes a while to get going, but once up to speed, there is little that can touch it. It also has the strongest shields of all the craft, making it very hard to take down as well. However, this craft is not for the inexperienced pilot, as it handles very poorly. Only use Qirex once you have mastered the airbrakes.

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



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THRUST - | | | | | | | | | | | | | |
TOP SPEED - | | | | | | | | | | | | | |
TURNING - | | | | | | | | | | | | | |
SHIELD - | | | | | | | | | | | | | |
AERODYNAMICS - | | | | | | | | | | | | | |

THE PIRANHA CANNOT USE WEAPONS

ORIGIN - China
LIVERY - Red and Yellow
ESTABLISHED - 2060

\*You must win the Piranha Challenge to unlock the Piranha\*

Piranha Advancements, more well known for their airbrake technology than their prowess at AG craft design, have chosen to enter a prototype craft in this years tournament. They have always had an obsession with perfection in their products, and this is no exception. Only a few pilots fly for Piranha, all in-house employees, and none of them have released any information regarding their identity, exploiting every loophole in the F5000 registration process to register to race with only a pilot ID. Some say that it is only Piranha's reputation with their airbrake technology and the race commission's curiosity over how they would perform with their own craft that stops them being thrown out of the league.

Their prototype is the ultimate craft, perfect in every way. It is extremely fast, extremely agile and has near impenetrable shield technology. No other craft can stand up to this in a straight race. However, in order to allow the craft to exhibit such impressive stats, Piranha have taken the drastic step of designing the craft with no weapon capability, as it would have unbalanced the craft and reduced its aerodynamic capabilities. Despite such impressive stats, this craft is for experts only, as the sheer speed and sharpness of the turning and airbrakes require very quick reactions and a solid knowledge of each track.

[009]
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\\-\\-// \*\*CIRCUITS\*\* \\-\\-//
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All track guides have been written in Phantom Class using a Qirex to give the most difficult conditions. It should be easier to follow the lines using a lighter craft or in a slower speed class. It is also recommended to practice a course in Time Trial wherever possible before jumping straight into a race.

\\// :TALON'S REACH: \\//
//\\=====//\\

A major Canadian industriarian complex

LOCATION - Canada

LENGTH - 3.2km  
ALTITUDE - 74m  
CLASS - Vector

\*You must complete the Phantom challenge to unlock this track for Venom and Rapier class, and you must complete the Piranha challenge to unlock this track for Phantom class\*

Talon's Reach is a very simple track and a good introduction to the league. A few reasonably tricky corners, but nothing that should scare off the newcomer. Very open in places so you should be hitting some good top speeds. Also a good track to try out the heavier craft for the first time

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The first set of corners are two almost consecutive shallow right curves, both of which can be taken without braking. It is recommended you stick to the inside of both and move over to the outside when you reach the peak. The next corner is easy to be caught out on, as it is a sharp blind right turn. As soon as you go over the peak, use your right brake to swing the craft down into the trough and through the apex of this right hander. If you turn a little too early, use the opposite brake to pull yourself through. A fast straight follows with a quick left-right chicane ahead. Move over to the right hand side after the last corner and swing the craft through the apex of each corner. You will gain some height on the higher speed classes due to the undulation between the two corners so you may be able to cut the right hander somewhat.

Immediately ahead is a fast right-left-right-left chicane series which can be very tricky on the faster speed classes. The main aim here is not to be on the outside going into the second left hander, otherwise you will almost certainly hit the back wall unless you slow down sharply. If you're not particularly nimble with the airbrakes, it may be an idea to stay away from the speed pads on the left leading up to this corner series. Swing the craft into the first corner using the right brake and then immediately swing it round the other way, aiming to slightly overturn the corner to bring you over to the outside. Feather the thruster and IMMEDIATELY swing the craft back to the right again. If you don't, you'll drift too far to the outside and you'll encounter the scenario described above. Aim for the apex of the next corner and use the left brake to pull the craft through the left hander.

The right hander that follows the corner series is quite long but reasonably shallow. Light taps of the right brake should keep you in line, but stay over to the outside and keep your eyes peeled for the apex of the shallow left that marks the end of the corner. As soon as you see it, make a sharp turn to the right and use the left brake to swing the craft to the left. It may be possible to simply cut the apex of each corner in a lighter craft, but in the heavier ones you will need to use the airbrakes to tackle this corner. Finally, ahead is a double shallow right followed by a double shallow left. All of which can be taken with only light taps of the brakes, brush the apex of each corner to take them easily. A light right curve takes you back over the line.

\\// :SAGARMATHA: \\//  
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A snowy Tibetan mountain circuit

LOCATION - Nepal  
LENGTH - 4.3km  
ALTITUDE - 158m

CLASS - Vector

\*You must complete the Phantom challenge to unlock this track for Venom and Rapier class, and you must complete the Piranha challenge to unlock this track for Phantom class\*

Also a fairly simple course, Sagarmatha introduces you to the more tricky chicanes and the odd blind turn. Still nothing to fret over though, generally Sagarmatha is a very relaxing track and is one of my favourites out of the whole series.

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For a course rated as "Easy", the first corner series is actually extremely difficult in the heavy craft. Not so much when you start out, but in subsequent laps after building up speed from the straights, they can be very tricky to navigate. This is a very sharp left-right chicane. There is a speed pad on the right hand side of the track. Use this as a marker to slam on the left brake and cut over to the apex. Due to the momentum you will more than likely end up on the outside of the corner. Almost immediately slam on the opposite brake and swing the craft in the opposite direction, this will drag you over to the outside of the right hander and onto a double speed pad. This will really take some practice as it is deceptively sharp. If you're still having difficulty, double brake on the approach or let up on the thruster as you take the corners.

Up the straight is another chicane series in the opposite direction, but this one is much shallower. Use the brakes to swing the craft through the right-left chicane. Next is a sharp right hander, made easier by the incline of the track which should keep the craft stable. Hit the right brake to get round this one. The next part of the track consists of a number of quick but shallow turns which will require a bit of dexterity with the airbrakes. The first section is a right-left-right chicane which is shallow enough to almost fly straight through. Use light taps of the brakes to guide the craft around the apex of each corner, but aim to be over to the outside after exiting the second right, as it is immediately followed by a sharper right hander. Quickly let up on the thrust and hit the right brake to swing the craft through this corner and into another left-right-left chicane. This one is sharper but longer than the last series, and so can be taken simply by swinging the craft through the corners using the brakes.

Emerge from this corner on the outside to hit a double speed pad to take you up the straight and over the jump. Lift the nose to soften the landing, then tap the right brake to take you into a long right hairpin. You may have to tap the right brake occasionally to keep the craft away from the back wall. Exit the corner on the outside to hit the double speed pad to take you back towards the line. Move over to the right if this isn't the final lap, as this will make the approach to the first corner series easier.

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\\// :VALPARAISO: \\//  
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A South American jungle circuit

LOCATION - Chile  
LENGTH - 3.9km  
ALTITUDE - 220m  
CLASS - Venom

\*You must complete the Phantom challenge to unlock this track for Vector and

Rapier class, and you must complete the Piranha challenge to unlock this track for Phantom class\*

Now things get a little tricky. Valparaiso has some very sharp corners and a few tricky chicanes. Definitely one to try in a light craft before you jump straight in the heavyweights, as you'll need to know your airbrakes if you intend on taking one of those around here.

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The course starts with a deceptively sharp right-left double chicane. You'll want to be on the left hand side for this one, as how you enter the first corner will dictate whether you pass through smoothly or you clatter off the walls. Aim to overturn and use the left brake to slide into the first corner, as you'll want to be near the right. From there, you can simply turn as normal using the appropriate brakes. It may help if you lift off the thruster going through the right handers, they seem to be slightly sharper than the left turns. Following this is a light left hander taking you onto a straight, at the top of which is a sharp left hander. This can be taken by sliding in with the left brake.

Ahead is an undulating light right-left chicane. The corners aren't the problem here, it's the way the track will bounce you about, reducing your ability to take them smoothly. As you go in, tap the right brake to bring you in line and immediately raise the nose. This will give you a bit of height to clear several peaks and will also soften your landing. While in the air, tap the left brake to take you round the light curve in the track. Following this, the track curls round to the right. Use the right brake to pull yourself round and aim to exit on the right hand side to hit a double speed pad. Be ready on the left brake though, as there is another sharp left hander at the top of the short straight. This can be taken in the same way as the previous one, by using the left brake to swing the craft through the corner. The track then curls round to the right again. Hit the triple speed pad on the left hand side at the exit and drift over to the right again to set you up for another sharp left. Again, use the left brake to navigate it.

A light right hander takes you into the temple which can be taken without braking. Inside the temple is a fairly sharp left-right chicane. The best way to take this is in an extended S-pattern. Move over to the outside of each corner and use the airbrakes to swing through, taking each corner as close to the outside as you can. This will make life easier than taking the apex of the first corner, as the second one is very close and you may not be able to slow down in time to take it. On the exit, hit the two speed pads and head up the straight and through the very shallow left-right chicane. It can barely be called a chicane so no braking required. On the other side of the right hander though is a drop in the track which goes into another right curve. Hit both brakes to slow yourself as you go over the peak. This way you will hug the track rather than go flying over which will put you in much better standing for the sharp left hairpin waiting not too far up. If you double brake over the drop, you should easily be able to take the hairpin by slamming on the left brake. If you're still a bit concerned, you can also turn early with the left brake and use the right brake to pull yourself through. Now head up the straight and through the last left hander and over the line. Be careful with the last left, it may require a tap of the left brake and due to the pattern on the track it is not easy to see.

\\// :PHENITIA PARK: \\//  
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A newly constructed German commercial park

LOCATION - Germany  
LENGTH - 3.8km  
ALTITUDE - 137m  
CLASS - Venom

\*You must complete the Phantom challenge to unlock this track for Vector and Rapier class, and you must complete the Piranha challenge to unlock this track for Phantom class\*

Another very enjoyable circuit, this one has a few long jumps that lead into corner series, so you'll need to be quick with the turning. There are also a few very sharp chicanes which will introduce you to the opposite brake shifting technique.

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The first corner is a light right curve which will require light tapping of the right brake if you managed a boost start or are coming in from another lap. Try to come out on the inside to hit a double speed pad to take you over the peak. A short straight is followed by a fairly sharp left hander, which will also require some fairly heavy braking and maybe even some counter braking to keep you from hitting the apex. A tricky section follows, keep the craft over to the left to hit a double speed pad. A shallow left-right chicane is immediately followed by a much sharper right-left. Fly straight through the first chicane, then use your right brake to start turning VERY early for the second chicane. Turn too late and you'll either hit the back wall or you won't lose enough speed to take the second corner easily. If the latter ends up being the case, double brake to slow down. once through the first, use the left brake to guide the craft around the long second bend and over the peak. it may be an idea to let up on the thruster when tackling this corner series.

Once over, the track curls round to the right which should only need light braking if any. There is a peak at the end of the bend that masks a quick left hander into a straight, be very careful of this, a light tap of the left brake should bring you into position. If you can't quite see where to go, the scenery should give you a clue where the bend is. Ahead, the track swings quickly to the right and then into a shallow left bend over another peak.

\*A quick note here. If you have a turbo, it is possible to cut off a section of the track by boosting over the peak and flying right. You will cut straight through the buildings and land safely in the tunnel if your aim is good. It is difficult to regain control though.\*

Over the peak is a very shallow right-left chicane taking you into a tunnel that can be taken with little to no braking. Once in the tunnel though you will probably need to tap the left brake. The next section is a very sharp right-left chicane. Just after the checkpoint, immediately slam on the right brake and start turning. This will make sure you're facing into the corner and not the back wall by the time you reach it. You MUST turn early for that corner or you'll simply bounce off the walls. If you turn too early, use the left brake to shift into the corner. Let up on the thruster once you've made this turn and use the left brake to pull you into the second turn.

Inside the tunnel following this corner series is a very shallow right-left followed by a sharp left hander. Simply fly straight through the light chicane and hit the left brake as you near the exit of the tunnel. The last section of the course is pretty fast but throws in a few quick turns to keep you on your

toes. Ahead is a shallow double chicane, the first left-right, the second right-left. Neither is particularly sharp and can be taken with light brake tapping. Incidentally, the pit lane is parallel to this section, to enter you turn right instead of left at the first corner. The final corner is a fairly sharp left hander. Only light tapping is required, but as with Valparaiso, because of the checkered grid on the ground it can be hard to see where to turn.

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\\//      :GARE D'EUROPA:    \\//  
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A disused French metro system

LOCATION - France  
LENGTH - 3.5km  
ALTITUDE - 179m  
CLASS - Rapier

\*You must complete the Phantom challenge to unlock this track for Vector and Venom class, and you must complete the Piranha challenge to unlock this track for Phantom class\*

Quite possibly one of the most famous tracks in the whole series, Gare d'Europa is both fast and tricky. Plenty of straight sections to get your speed up, and lots of tricky corners to take it away again. There will be plenty of thruster lift here, some of the chicanes can really unbalance the craft.

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The first corner is a 180 degrees right hairpin. Not particularly sharp, but the speed you'll have from the main straight or a boost start will mean you'll definitely need some heavy braking. Try to swing into the corner early and use the speed drop to line yourself up to take the exit on the right. You'll miss a speed pad but your line will be much more manageable through the next few corners. These are a shallow left-right-left chicane, which can each be taken with only a light tap of the corresponding brake, or in light craft no braking at all. On the final left, try to swing the craft over to the right to hit a double speed pad to take you up the slope. Waiting at the top of this slope is a very sharp blind left hander. You'll see a speed pad on the left hand side of the track near the top. Use this as a marker, right before you hit it slam on the left brake and turn as hard as you can. Let up on the thruster too, you don't want to be going too fast over this. You'll be quite high up in the air on the exit so trace the track and keep the nose up to land safely.

The track levels out at the bottom and you'll see a fairly sharp right hander waiting. Again there is a speed pad on the right, use this as a marker to swing the craft through the corner and into the tunnel. A similar right hander awaits at the top of this slope. The turn is slightly lighter so you don't have to be as aggressive with the brakes as before. Aim to exit on the left to hit two double speed pads to take you into a very shallow chicane series. Keep the nose up and blaze straight down the middle. The next set of corners require some heavy braking and good timing, it's surprisingly easy to hit the walls in here. The first corner is a reasonably sharp right, take this with some light braking and aim to end up on the left. The next set is a deceptively sharp right-left chicane. The entrance to the first corner hides how much of a bitch the second can be if the approach isn't quite right. There are two ways to take this chicane. The first requires precise timing, you need to start turning early and aim to practically brush the apex and end up on the right hand side going into

the second corner. As soon as you clear the corner, immediately switch brakes and turn the other way, letting up on the thruster as you do. There should be just enough room to squeeze through without hitting either wall. This will allow you to keep your speed up, but is very tricky. There is a second way. Take the first corner like you did the previous one, only this time try to exit in the middle. Slam on both brakes to slow yourself down before hitting the left brake and skimming the left apex. Use the right brake to shift if you're too close to the apex.

The track now curls round to the right again before taking you into a sharp left hairpin. After exiting the previous chicane, immediately start turning into the right hander. Just before reaching the hairpin apex, slam on the left brake and swing into the corner. Make sure you let up on the thruster as well, it can make all the difference between skimming the back wall and slamming into it. Exit on the right to hit a double speed pad which will take you up the straight towards the final corners: two sharp right handers in quick succession. Not quite close enough to make a hairpin, you'll need to brake twice to get through. Just swing the craft through both corners as with other turns like it and exit on the left to hit a speed pad. The remainder of the course is one long straight. You'll need to keep the nose up for most of it. The section ahead takes you over a set of undulating peaks that will cause the craft to bottom out and lose speed if you don't keep the nose up. The last one is a huge jump, a great place to use a turbo if you have one. Try to line the craft up before you go over the jump, it can be tricky in mid-air. Keep the nose up as you land and go over the line. Remember the first hairpin though, it's easy to overshoot it.

\\// :ODESSA KEYS: \\//  
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A huge suspended circuit over the Black Sea

LOCATION - Black Sea  
LENGTH - 4.4km  
ALTITUDE - 121m  
CLASS - Rapier

\*You must complete the Phantom challenge to unlock this track for Vector and Venom class, and you must complete the Piranha challenge to unlock this track for Phantom class\*

A very difficult track that will have you tearing your hair out. Voted by WipeoutZone as the most hated track in the game, Odessa Keys has a lot of sharp corners in dark areas, requiring you to be very dextrous with the brakes in order to take them. Most of the corners do not have an ideal approach either, so opposite shifting is a must.

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Odessa Keys gives you a taste of things to come in the very first set of corners, a sharp right followed by a deceptively sharp left. Approach the first corner incorrectly and you're going into the wall. You MUST turn early into the first corner and aim to exit on the right, then let up on the thruster and immediately swing the craft to the left using plenty of braking. If you find yourself on the right after the first corner, slam on both brakes and turn slightly over to the right. Then slam on the left brake and turn as hard as you can. Up ahead is a large peak which you will gain some considerable height from. Below you should see the track wind to the left and then rise up and curl

to the right. Keep the nose up and trace the track round, using your right brake to help you round the right curve, especially as it tightens near the end. Exit this corner on the left to hit a double speed pad. The next corner is deceptively tricky. The corner itself is your typical sharp left hander, but there is a small bottleneck in the exit, meaning if you're wall hugging when you exit, you'll end up crashing to a halt. Turn early for this corner and use the right brake to shift the craft into the centre to exit through the bottleneck.

Shift over to the left to hit a double pad and use some light right braking to swing the craft through the right hander at the top of the peak. There is a short straight followed by a short jump ahead. On Phantom class this can be a very difficult part of the course. The jump leads into a tunnel, and if you go full pelt over the jump, you'll be getting to know the roof of it a little better. On the approach to the jump, lower the nose until you go over, which will significantly reduce the height of the jump. As you go over, raise the nose to soften the landing. There are a few sharp corners ahead and the last thing you want is the craft to be bouncing when you get to them. Inside the tunnel, the track curls round to the right before swinging sharply to the left. The speed you'll pick up from the jump will make the approach to the left hander very tricky, so hit the brakes to slow yourself down a bit before using the left brake to swing into the corner.

Immediately following this corner is a shallow right-left chicane which will take you up another slope and over another jump. Raise the nose going over this one and almost immediately slam on the right brake as there is a sharp right hander waiting for you soon after the jump. You'll land in the corner so you'll need to be turning before you reach it. If the nose isn't up high enough, you may bottom out and lose some control. Head up over yet another jump and prepare for a very evil way to end the course. At the bottom of this slope is a quick left immediately followed by a VERY sharp right hander. On Phantom in a Qirex this will be impossible to take at full speed. As you approach the first corner, hit the brakes hard and let up on the thrust. You'll need to drift through here, so leave the thrust well alone. Tap the left brake to bring you through the first corner and use the right brake to swing the craft through the right hander. It's not the end of the world if you can't quite make it as the pit entrance is just before the end of the corner on the left. There is one last light left hander before the final straight. Only once you are in line with the apex of this last corner should you go back on the thrust. head over the line to finish the lap, remembering that rotten corner series that's waiting for you on the other side.

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\\// :VOSTOK ISLAND: \\//  
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An obscure volcanic island located in the South Pacific

LOCATION - South Pacific  
LENGTH - 5.1km  
ALTITUDE - 97m  
CLASS - Phantom

\*You must complete the Phantom challenge to unlock Vostok Island, and you must complete the Piranha challenge to unlock it for Rapier class\*

Vostok Island is a long, tricky circuit with plenty of jumps and blind corners. Sometime's you'll have to keep an eye on the terrain around you to know where to go rather than the track, as it can seem to simply disappear from beneath

you. It is made all the more difficult in that you can only practice it on Phantom class until you complete the Piranha challenge.

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The course starts with an extended double helix. This differs from a normal double helix in that the centre part where the track crosses is extended rather than being a straight cross over. Whereas normally you would switch over to the other side here, in an extended helix you want to use the brake to stay on the same side as the approach will not unbalance the craft. You want to be on the right hand side of this section, so use some light braking to take what is essentially a right-left double chicane. There is a quick jump in the second part of the helix so keep the nose up to avoid bottoming out. Immediately after this, the course suddenly narrows and you are presented with two very sharp corners. The first is a left hander with a triple speed pad at the base. If you took the right hand path on the helix, the approach shouldn't be too tricky, turn early and use the right brake to shift over the speed pads. At the top, there is a very sharp right hander that drops out of view. Use the right brake to swing hard into the corner and then use the left brake to drop the craft back down to the track. Moving down into the tunnel, you'll come up to another sharp right. It's quite hard to see ahead here so use the lights on the ground to judge the corner, and use the right brake.

The next section can be very tricky. The first corner is a quick right followed by a left-right-left chicane. The first right is nothing, just a tap of the brake will be enough. However, it is blind, so unless you know where it is and how sharp it is, it'll be harder than you think. There is an easy way out though. If you look up you'll see a girder that traces the track. Turn with the girder and you'll take the corner without a problem. The chicane is a different story. While the first two corners aren't so bad, the third can be tricky and comes very soon after the second. You may want to slow down a bit before steaming into it, at least let up on the thruster a little. It's easy to unbalance the craft here so make sure you don't overuse the brakes. The track takes you over another jump and onto a wide right.

The final section of the track is fast and narrow, so you'll need to be quick on the brakes. Over another jump is a narrow long left hander. The pit is over to the right if you need it. The corner isn't too bad, but you may want to use the right brake to pull away from the inside. The next corner however can be very difficult. Right after the left hander comes a very sharp right. The speed at which you can approach this corner isn't exactly accommodating and will more often than not slam you into the wall. As you enter the tunnel, quickly slam on the brakes, then use the right brake to swing into the corner. You may end up skimming the back wall, but it's better than slamming into it. Follow the straight down to another right hander, this time not as sharp as before. Exit onto the right for a double speed pad then use the left brake to swing through the left hander at the end. One last light right hander awaits at the top of the straight.

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\\// :SPILSKINANKE: \\//  
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An American city circuit affected by seismic activity

LOCATION - North America  
LENGTH - 4.0km  
ALTITUDE - 82m  
CLASS - Phantom

\*You must complete the Phantom challenge to unlock Spilskinanke, and you must complete the Piranha challenge to unlock it for Rapier class\*

Without doubt the hardest track in the game, Spilskinanke will really test your skills with the airbrakes. Lots of jumps, plenty of loose track sections and a lot of very sharp turns will result in a lot of wall impacts the first time you play. Plus when you're outside, there will be plenty of lightning flashes to completely throw you off. Despite its handling, I highly recommend taking the Qirex on this one, as you'll need the shield and the speed. Like Vostok Island, this track is made a lot more difficult by the fact you can only practice it on Phantom class before you complete the Piranha challenge.

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The course starts off with a fast right hander over a light peak, a little counterbraking may help you through here. Down the slope, try to hit a couple of speed pads and be ready for a sharp left hander inside the tunnel entrance. It is quite dark in here so it may take a couple of tries before you get the hang of it, but you must turn early. Use the left brake to swing into it and lift off the thruster as well as you go through. There is a similar right hander ahead, but the lay of the track allows you to take it more easily. Again, use the right brake to swing into it. A shallow left-right-left chicane follows (the pit lane is on the left, go left instead of right in the chicane to enter it), and further up another shallow left-right chicane. All of these can just be flown straight through, only a light tap of the left brake may be necessary between the two chicanes. Use light right braking to take you through the moderate right hander up ahead. The next part of the course is quite tricky on the first few attempts, but becomes easier later on. You'll jump out of the tunnel, but the track will not be directly beneath you, it will be over to the right. As you exit the tunnel, look for the Future Sound Of London sign, it will be directly above the track and will tell you how far you need to turn. Keep the nose up as you land and tap the left brake to take you onto the second loose track section.

The track veers round to the right after the checkpoint, use the right brake to swing round here. Once you are through here, you MUST brake hard as the next set of corners is extremely tough. The first is a sharp narrow left to take you into the tunnel, swing through this with the left brake. Once in the tunnel, let up on the thrust and drift like you did on Odessa Keys. Believe me, you don't want a lot of speed here. Ahead are three sharp, dark corners which are very tricky to take in succession. You shouldn't be going any faster than 220kph. Use the left brake to swing through the first one, then immediately switch to the right brake for the second, and finally switch again to take the left hander outside the tunnel. You may use some counter braking if you turn too early. Only go back on the thruster once you are outside.

Ahead, the track veers round to the right. There are two double speed pads on the inside and a single on the outside, this pretty much traces the ideal racing line through here. Once you reach the single pad, switch to the left brake and swing through the fairly sharp left hander. Be careful near the end, it suddenly tightens. It may be an idea to overturn near the end and use the right brake to shift into the exit. Be ready with the right brake at the jump ahead, that isn't a normal jump. Below, the track suddenly turns right at 90 degrees to the track above and you'll need to start turning before you go over the jump unless you want to slam into the back wall. If you can turn the craft 90 degrees to the right as you go over the jump you'll land nicely. Follow the course round to the right using the right brake and be ready for a quick jump which will take you back onto the main straight. Only you'll have to turn left slightly first, as it isn't in line as usual.

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\\-\-//                               **CHEATS**                               \\-\-//
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There are several cheats for this game, either to unlock the hidden content without playing through the game, or just to have a bit of fun.

- INFINITE ENERGY - Pause the game. Hold L1, R1 and Select, and press Triangle, Cross, Square, Circle, Triangle, Cross, Square, Circle. Your energy will not deplete no matter how much damage you take
- INFINITE TIME - Pause the game. Hold L1, R1 and Select, and press Triangle, Square, Circle, Cross, Triangle, Square, Circle, Cross. The timer will freeze.
- INFINITE WEAPONS - Pause the game. Hold L1, R1 and Select, and press Cross, Cross, Square, Square, Circle, Circle, Triangle. Each time you fire a weapon you will automatically receive another.
- MACHINE GUN - Pause the game. Hold L1, R1 and Select, and press Square, Circle, Cross, Square, Circle, Cross, Triangle. Your craft will be armed with a powerful machine gun with infinite ammo that is capable of destroying any craft in a few hits. You will not be able to use normal weapons while this cheat is active.
- PHANTOM CLASS - On the main menu, hold L1, R1 and Select, and press Cross, Cross, Cross, Circle, Circle, Circle. Phantom class will be unlocked.
- PIRANHA - On the main menu, hold L1, R1 and Select, and press Cross, Cross, Cross, Circle, Triangle, Square. The Piranha team will be unlocked.
- WEIRD CRAFT - While the game is loading after you turn on the console, hold L1, R1, Select and Start until the Wipeout 2097 title screen appears. Keep the other buttons held, and release and hold Start again. The craft will be replaced by a bee, snail, pig, UFO and a shark respectively.

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\\-\-//                               **SOUNDTRACK**                               \\-\-//
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Title	: Artist
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We Have Explosive	: Future Sound Of London
Landmass	: Future Sound Of London
Atombomb (instrumental)	: Fluke
V6	: Fluke
Dust Up Beats	: Chemical Brothers

Loops Of Fury : Chemical Brothers  
The Third Sequence : Photek  
Tin There (edit) : Underworld  
Firestarter (instrumental): The Prodigy  
Canada : CoLD SToRAGE  
Body In Motion : CoLD SToRAGE

NB: Atombomb and Loops of Fury are in fact mislabelled in the game. They should be the other way round.

[012]

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\\-\-//          **USEFUL LINKS**          \\-\-//
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WipeoutZone - <http://www.wipeoutzone.com>

CoLD SToRAGE - <http://www.coldstorage.org.uk>

[013]

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

Psygnosis - For making this game and giving birth to the entire series

Rob Foxx - For hosting this guide and for doing a great job with  
WipeoutZone

GameFAQs, IGN - For hosting this guide

Neoseeker  
WipeoutZone

Everyone at - Just because you're a damn good bunch :)  
WipeoutZone

[014]

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\\-\-//          **LEGAL**          \\-\-//
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