

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PlayStation™ DISC

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

7.6-7
SPEOUTUO2

THE OFFICIAL PLAYSTATION™ VIDEO GAME SYSTEM
PLAYSTATION™ 2



PS2
PS2



PlayStation 2



PlayStation 2

PlayStation 2

PlayStation 2

PlayStation 2

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THE OFFICIAL PLAYSTATION™ VIDEO GAME SYSTEM



0-01

future world

It's full houses. A pin drops. A man falls.
 Gravity is the glue which binds us to our planet.
 We are about to apply the solvent which will free our species forever.
 Steve Balmain (Director of European AG Research)
 speaking at a demonstration of anti-gravity technology, Nevada, April 2005.

the year 7 now?

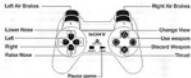
No time for mistakes. The world is shrinking... like a coin from a glass.
 From East to West. From North to South... crossing your shadow and the coils of your mind before you even know you'd fall.
 Landmasses melting through space. Heat from rock, not from fire. Ships like the the masses of melted paint. Tackling the
 globe, soundtracking your dreams and your visions...
 Never dwell on past days. Leave those deep brown days alone.
 Our future has more colors. More speed. More noise. Our future has more...
 From jungle to city to the recesses of your mind. Shake your head and free yourself.
 Free yourself.

starting the game

- To play *Wipeout XL* on your PlayStation[®] game Console:
- Set up your PlayStation[®] game Console in accordance with the instruction manual supplied with the system.
 - Follow your system directions to open the Disc cover and place the CD into the slot of the drive, ensuring the printed side faces upwards.
 - Close the Disc cover. If the unit is switched off, press the POWER button to begin play. If the unit is already on, press the RESET button.
- To skip through intro screens, press any button on the Controller.

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

Controlling your craft



HUD display



MENU

MAIN MENU

- Use the Directional buttons to highlight required options. Press the **X** button to confirm.
- RACE TYPE** - Takes you to the Race Type Menu.
- TEAM** - Takes you to the Team Menu.
- CLASS AND TRACK** - Takes you to the Racing Class Menu.
- START** - Takes you to the start of your chosen race.
- OPTIONS** - Takes you to the Options Menu.

RACE TYPE MENU

Use the Directional buttons to highlight required race type. Press the **X** button to confirm. Press the **△** button to return to the previous menu.

ARCADE

Intense racing with weapons* and Checkpoints against a full field of enemy ships. If your shield energy's running low, you can fly into the pit area to get a power boost. Reach each Checkpoint before your time runs out or it's game over before you're even finished the race. The number of laps depends on the racing class being played.

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

TIME TRIAL

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

ARCADE MODE

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

ONE ON ONE

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

2-PLAYER NOTE: Both Arcade Link racing and One-On-One racing are 2-player games. In order to play them, you will need 2 PlayStation™3 game Consoles connected by a LAN cable. Both Consoles will require for running a copy of Wipeout 2. Both players must select the same 2-player option from the menu. After a few seconds, the message "Link Up!" will be displayed on both screens. The PlayStation™3 that completes the link up first will be referred to on-screen as "Master". The other PlayStation™3 will be referred to on-screen as "Slave". From then on "Master" is Player 1 and "Slave" is Player 2. Both players can then go into the Team Menu. Player 1 will then be able to go into the Racing Class Menu to make a selection on behalf of both players.

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

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

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

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

ARCADE CHALLENGES

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

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

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

TEAM MENU

Use the Directional buttons to highlight required team. Press the X button to confirm. Press the Δ button to return to the previous menu.

Each team operates 3 identical craft – technical specifications vary from team to team.

FINISH

This European consortium opt for ease of control above speed, although their craft accelerate well. Suits for beginners.

AG SYSTEMS

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

AURICOM RESEARCH

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

GRIN

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

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

CREDIT STATISTICS

	Vector	Fast Speed	Turning Ability	Aero Dynamics	Shield Energy
	████████	███	██████████	██████████	██████████
	██████████	██████	██████████	██████████	███
	██████	██████████	██████████	██████	██████
	███	██████████	███	██████	██████████

RACING CLASS MENU

There are 2 tracks available in each of the 3 racing classes. Use the Up and Down Directional buttons to highlight your required racing class, then use the Left and Right Directional buttons to display your chosen track. Press the X button to confirm choices. Press the Δ button to return to the previous menu.

- VECTOR CLASS**
The slowest racing class available. Ideal for beginners.
- VENOM CLASS**
Faster racing class for the more experienced player.
- RAPID CLASS**
A super-fast alternative to all of a race. Advanced players only need apply.

OPTIONS MENU

Use the Directional buttons to highlight required options. Press the X button to confirm. Press the Δ button to return to the previous menu.

- AUDIO CONFIG**
Allows you to alter the sound options. Takes you to the Audio Config Menu.
- CONTROLLER CONFIG**
Allows you to alter the Controller buttons used in the game. Takes you to the Controller Config Menu.
- PREFERENCES**
Allows you to alter some of the game's default settings. Takes you to the Preferences Menu.
- LOAD AND SAVE**
Allows you to load and save game details using a Memory card. Takes you to the Load And Save Menu.
- PASSWORD**
The password facility allows you to save your progress without using a Memory card. Takes you to the Password Screen.
- BEST ARCADE TIMES**
Allows you to view the best arcade mode race times on each circuit.
- BEST TIME TRIAL TIMES**
Allows you to view the best time trial times on each circuit.



discography

films

LUKE AND THAMPER • JOE • PHILLY • RISING ROSE OF SLIGHTY • OUT • THE BELLS • SUB • ELECTRIC SURFER • GROWN MENING • SIX WHEELS ON MY WAGON
BUBBLE • PAUL SESSIONS • BULLET • ODD • TOSH... AND ANOTHER "F" • PLATON
DOME • CONTACT FURE @ Nasa.com.co.uk

Management 0181 904 4622



CD-ROM

Born in St. Albans, 34 year old Rupert Parker, aka Phobos, is one of music's alternatives, intent on pushing his creativity to the outer reaches of possibility. Since the first release on BBC, he has gone on to release countless tracks under countless guises, the most recent of which being the groundbreaking and experimental drum and bass album, "The Motion Context", which is out now on ScienceFiction Records.



CD STORAGE

CD4 STORAGE is the extensive Progressive studio where the single spends most of its waiting hours and is the adopted name for all the electronic musical output. His published work spans the last six years, from "Shadow of the Beast II" through "Lunaticism", "Virus Part", "Wipeout" and contributions to "Formula 1". His endorsement here demonstrates an award for best music in 1997 and numerous awards including a Golden Disc for his work on Wipeout. He has writing credits for one on Manger Video and being featured on the "Future World" government CD amongst his career highlights, with a solo album whose being his current major goal.



Contact CD4 STORAGE @ the length of program on us



credits

Executive Producer

John Deacon

Executive Producer

John Deacon

Executive Producer

John Deacon

Executive Producer

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