

Wipeout® PULSE



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

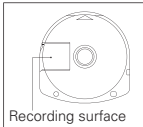
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

WipeOut® Pulse Tips and Hints

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at www.us.playstation.com. Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

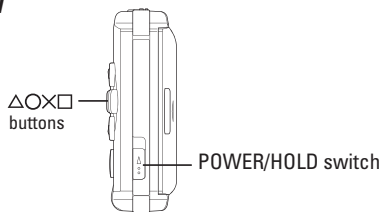
Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

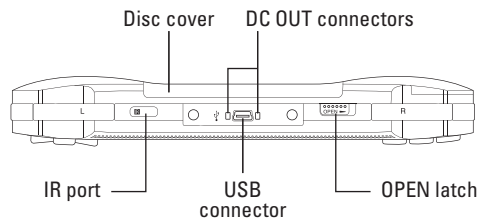
Getting Started	2
From the Archives	4
Controls	5
The Game Screen	6
Main Menu	7
Pause Menu	12
Playing The Game	13
Racing Essentials	16
Credits	18
Music Credits	22
Notes	24
Warranty and Information	25

GETTING STARTED

Right side view



Front view



Setting Up Your PSP® (PlayStation®Portable) System

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. From the PSP handheld's home menu, select the Game icon and then the **WipEout® Pulse** icon. A thumbnail for the software is displayed. Select the thumbnail and press **△** on the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo™ containing previously saved games.

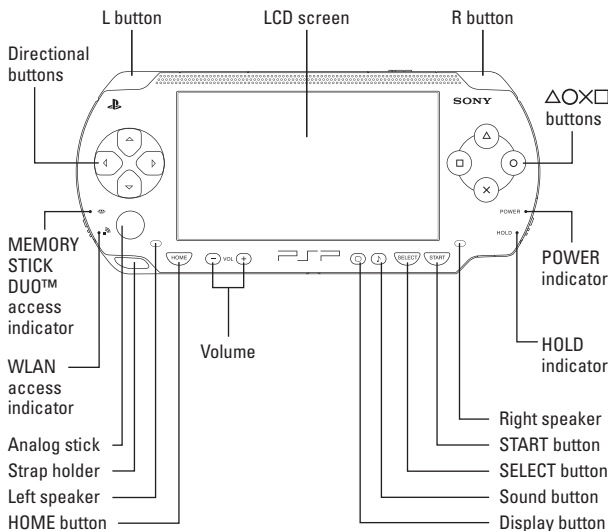
WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. **Note:** WipEout® Pulse supports Ad Hoc and Infrastructure Modes. Please see the Multiplayer section of this manual for further details.

WipEout® Pulse is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. The manufacturer is not responsible for any incurred Wi-Fi fees.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Infrastructure Mode: Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and details on setting up an infrastructure connection, please refer to the PSP® system's Instructional Manual. **Note:** A WLAN access point is a device used to connect to a wireless network.

Ad Hoc Mode: Ad Hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

Game Sharing

Game Sharing allows you to share a pre-determined portion of **WipEout® Pulse** content with other PSP® system users. The other users do not need to have the **WipEout® Pulse** UMD™ in their PSP® system to use this feature. When another PSP® system user is nearby, select GAMESHARE from the Main Lobby. The other PSP® owner must select GAMESHARE from the XMD (Cross Media Display) onscreen display menu. Once this is done, **WipEout® Pulse** game content can be sent and played via the PSP® system's Wi-Fi functionality.

FROM THE ARCHIVES

"In 2170, many thought the dream of my great, great grandfather, Pierre Belmondo, had died forever. But the dream was too strong, and despite all that had occurred to derail Anti-Gravity Racing, there were those who still believed in the sport's potential. 37 years on, I feel humbled by what those believers have managed to achieve. And so it is with immense satisfaction that I stand here and say to you all: here is the return of Anti-Gravity Racing, and on a truly global scale."

Natasha Belmondo, President of the Belmondo Foundation, speaking at the opening ceremony of the FX400 Racing League, July 13th 2207

"Make no mistake – the FX400 Racing League will see us field the finest Qirex craft since the days of the F7200. The balance, speed and durability of the LS07 chassis are such that Qirex can be considered championship contenders even before a race is run. Our Lead Pilot for the season will be Nadia Elenova, the hot topic of every datacast and a pilot of universally recognized talent – who each of our competitors can only dream of having on their own roster. Together, Nadia and the LS07 chassis are a formidable combination, ready to dominate the new age of Anti-Gravity Racing. I look forward to your support in Russia and around the world."

Statement by Qirex Director of Operations, Feliks Levovich

"In banning our patented inertia damping system and stripping us of the 2206 FX300 League Championship, the Anti-Gravity Racing Commission has only strengthened the resolve of the whole Triakis organisation to rise to the top once again. During this, the tenth anniversary year of the Triakis AG-Racing project, we intend to put the controversy of the past season behind us and focus intensely on competition in the FX350 and FX400 events. We have the speed, we have the strength, and we have the determination. In short, we have all we need. We are Triakis."

Statement issued by Triakis Regional Headquarters, Adelaide, AUS

"In our development labs at the Mirage Anti-Gravity Excellence Center (MAGEC) near Dubai, we've worked tirelessly since 2202 to push the boundaries of AG Racing. In developing MagLock technology, Mirage played a vital role in making the next generation of racetracks a reality. And, by creating our own race craft from concept through to race-ready chassis, Mirage knows exactly what it takes to give our pilots the edge in the extreme conditions of the FX350 & FX400 Racing Leagues. The hundreds of pilots who have graduated from our training program at MAGEC, and the millions of people worldwide who enjoy the benefits of our patented technology, are testament to the fact that Mirage is working for the future, today."

Statement issued by Mirage Racing, Dubai, UAE

CONTROLS

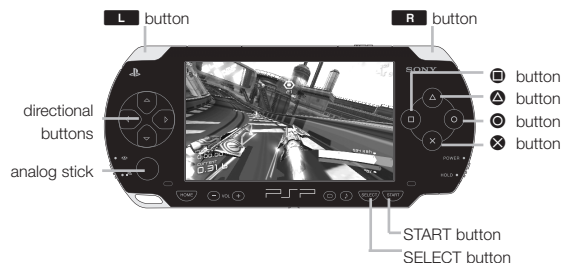
Directional buttons / movement

In this manual, **↑**, **↓**, **←**, **→** are used to denote the direction of both the directional buttons and the analog stick unless stated otherwise.

Using menu screens

Press **↑**, **↓**, **←**, or **→** to highlight an option, then press **ⓧ** to confirm. To return to the previous menu screen, press **○**.

DEFAULT CONTROLS



← / →Steer
↑ / ↓Pitch the nose of the ship down/up
ⓧAccelerate
○Absorb pick-up
□Use pick-up
△Look back
LLeft airbrake
RRight airbrake
L + RFull brake
STARTPause
SELECTChange viewpoint

NOTE: Alternative control configuration options are available via the Controls section of the Options Menu. For further information please see the "Options" section outlined later in this manual.

ADDITIONAL CONTROLS

- ←, →, ← Barrel roll left (when ship is in the air after a jump)
 →, ←, → Barrel roll right (when ship is in the air after a jump)
 L, L Side shift left
 R, R Side shift right

NOTE: Performing a barrel roll uses up a small amount of your ship's shield energy, but if performed successfully you will gain a brief burst of speed. You cannot perform a barrel roll if your ship does not have enough shield energy.

THE GAME SCREEN



- | | |
|------------------------|---------------------------|
| 1. Current position | 6. Total number of laps |
| 2. Number of opponents | 7. Speed |
| 3. Current lap time | 8. Energy level |
| 4. Best lap time | 9. Current weapon or item |
| 5. Current lap number | |

GETTING STARTED

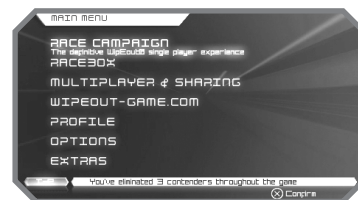
WipEout® Pulse uses profiles to save your progress and game settings. When you first start a game, the most recently saved profile will be automatically loaded from the Memory Stick Duo™, and a short introductory movie will play. Press **X** to skip the movie sequence and the Main Menu will be displayed.

If no existing profiles are found, the following message will be displayed:

"No profile found on Memory Stick Duo™. Would you like to create a profile now?"

Creating a profile will enable the autosave feature, which will automatically save your progress after most races and when exiting some menu screens. To create a profile, enter your name and tag and then press **X** to access the Main Menu.

MAIN MENU



Race Campaign Mode

Race Campaign Mode is an extensive series of race events arranged over dozens of grids. Each grid is made up of cells, and each cell contains a unique race event. Only one grid is unlocked at the start of the campaign. Highlight a grid from those available and press **X** to access it.

Inside the chosen grid, highlight a cell to view the details of the event it contains, including its speed class, the number of opponents who will be racing, the track you will be racing on, and the objectives you will need to meet in order to win gold, silver or bronze in the event. If the race features computer-controlled opponents, press **□** to adjust their difficulty. Press **X** to start the event.

Winning gold, silver or bronze in an event will unlock the cells adjacent to it in the grid. Do you have what it takes to unlock every cell, in every grid?

Racebox Mode

CUSTOM RACE

Fly a one-off race tailored to your own specifications.

Adjust the following race settings (settings may vary depending on the Race Type selected):

Race Type	Choose from Single Race, Head to Head, Time Trial, Speed Lap, Tournament, Zone or Eliminator.
Speed Class	Choose from Venom, Flash, Rapier or Phantom.
Weapons	Turn weapons on or off.
AI Difficulty	Choose from easy, medium or hard.

When the race settings have been adjusted to your satisfaction, press to confirm and access the Track Select Screen. Choose a track and press to access the Team Select Screen. Choose an FX400 racing team and press to go to the race.

NOTE: Not all tracks are available to race initially. Completing events successfully in Race Campaign Mode will unlock new tracks for you to master in Racebox mode.

LOAD GRID

Load a custom event grid previously saved to Memory Stick Duo™. Once loaded, a custom grid can be played in the same manner as the grids in Race Campaign Mode. Progress made and medals won will be saved to the grid, but your statistics will still be updated in your profile.

EDIT GRID

Create your own custom event grid. Every cell in the grid represents a single race event. Highlight an empty cell and press to view and adjust the settings for that event, including the race type, speed class. When the race settings have been adjusted to your liking, press to confirm and access the Track Select Screen. Choose the track on which the event is to take place, select "Confirm", then press to save the event to the grid.

When you have finished editing a custom grid, press to access the Edit Grid menu, from where you can save the grid, name it, reset the number of medals won to zero or reset the progress made within the grid.

Multiplayer & Sharing Mode

ONLINE (INFRASTRUCTURE)

Compete against other WipEout® Pulse pilots across the globe via Infrastructure Mode.

Choose a Network Connection and press to confirm and access the WipEout® Pulse online servers. You must log into the WipEout® Pulse servers in order to race via Infrastructure Mode. When you have entered your login details, press to confirm and access the Online Menu.

ONLINE MENU

CREATE GAME

Create a new race event. Adjust the race settings, then choose a track and a ship to race in. Enter the game lobby and wait for other players to join you. When you are ready to race, highlights "Start Game", and press .

JOIN GAME

Compete in a race event created by another player. Choose a race from the list of events available and press to confirm. Choose a ship and enter the game lobby. The race will begin when the host player is ready. When the race is over, players will be returned to the lobby, where further options will be displayed.

READ EULA

View the End User License Agreement for playing WipEout® Pulse online.

QUIT ONLINE

Return to the Main Menu.

AD HOC MODE & SHARING

Ad Hoc Mode allows two or more players to compete via a Wireless (WLAN) connection between their PSP® systems. For more information on creating or joining a game in Ad Hoc Mode, please follow the guidelines for creating or joining a game as described in the "Online (Infrastructure)" section outlined earlier in this manual.

SHARE DATA

A list of other WipEout® Pulse players using this function will be displayed. Select a player to share data with, and choose what data you want to share. When the other player has chosen to share with you, and chosen what data they want to share, each player must press to confirm and begin the transfer.

ONLINE ACCOUNT

Enter your online account details to enable auto-login to the WipeOut® Pulse online servers. Auto-login is quicker than manual login, and is useful if you play online a lot.

ENABLING AUTOMATIC LOGIN

If you have turned auto-login on, you must manually connect to the WipeOut® Pulse online servers once before auto-login will be enabled. If any of your login details change before you next log in, auto-login will be disabled and you must log in manually. Once the manual login has been completed successfully, auto-login will be enabled again.

Wipeoutgame.com

Access the online WipeOut® Pulse community to see all the news related to WipeOut® Pulse. You can also visit the website from a computer.


Profile

MANAGE PROFILE

CREATE

Create a new player profile. The following message will be displayed:

"You will lose any unsaved data if you proceed to create a new profile. Are you sure you want to create this profile?"

Choose either YES or NO and press  to confirm. If you choose YES, you will be asked to enter your name and a profile tag.

LOAD

Load a player profile previously saved to the Memory Stick Duo™.

SAVE

Save a player profile to the Memory Stick Duo™.

DELETE

Delete a player profile or other game information previously saved to Memory Stick Duo™.

YOUR DETAILS

View and adjust the current name and tag associated with a player profile.

STATISTICS

View a range of statistics including number of medals won, total laps raced with each ship and the ratio of weapons used to weapons absorbed.

RACE RECORDS

View top scores for various single player race events by track and speed class.

Options

GAME OPTIONS

MUSIC VOLUME

Adjust the volume of the music.

SFX VOLUME

Adjust the volume of the sound effects.

MUSIC PLAYLIST

Choose whether the in-game music tracks play in sequential or random order.

CAMERA

Adjust the default camera viewpoint.

DYNAMIC HUD

Choose the style of the in-race gamescreen.

MULTIPLAYER TAGS

Choose whether to show other players' tag names above their ships during multiplayer races.

GHOST SHIPS VISIBLE

Choose whether to display ghost ships during Time Trial and Speed Lap race events.

AUTO LOAD GHOST

Choose whether a ghost of your ship is automatically loaded after the first lap of Time Trial events.


LANGUAGE

Choose an on-screen language from English, French, German, Italian and Spanish.

CONTROLS

Choose between Dual Airbrake or Single Airbrake control schemes, or choose Custom to access the Custom Controls Screen and customize the controls manually.

CUSTOM CONTROLS SCREEN

Choose between Dual Airbrake or Single Airbrake, then highlight an action and press the button to which you want to reassign that action. Once satisfied with the adjustments made, highlight "Accept" and press  to continue.

MUSIC PLAYLIST

View music from the in-game soundtrack, as well as any MP3 files previously saved to Memory Stick Duo™.

TO ADD MP3 FILES

You can add up to 30 of your own personal MP3 files to the WipEout® Pulse soundtrack and listen to them as you race.

To add MP3 files, access the root directory of your Memory Stick Duo™ via a computer. Create a directory there called MUSIC. Inside that directory, create another directory called WIPEOUT. Copy up to 30 of your MP3 files into the WIPEOUT directory. Within the game, the displayed names of imported MP3 files will be taken from their ID tags or their filenames. The imported MP3 files will be denoted by an icon so that you can identify them in the tracklist.

NOTE: MP3 files will be loaded from the Memory Stick Duo™ as part of the loading process for a race. Do not remove the Memory Stick Duo™ at this time or your data may not load or may become corrupted.

Extras

SOFTWARE MANUAL

View the in-game instructional manual.

GAMESHARE

Send a demo version of WipEout® Pulse to another PSP® system. Follow the on-screen instructions to share the demo.

CREDITS

View the credits for WipEout® Pulse.









PAUSE MENU

The following options can be accessed by pausing the action in most race modes (the options available will vary depending on which game mode is being played):

Continue	return to the race.
Game Options	adjust various race settings, include the control configuration, camera position, and display of on-screen information.
Game Manual	view the in-game instruction manual.
Photo Mode	choose from various camera angles, then take a photo in JPEG format. Photos can be accessed from Memory Stick Duo™ via the Home Menu of your PSP™ system.
Restart Race	start current race from the beginning.
Quit Race	exit to the Main Menu.

PLAYING THE GAME

FX400 ANTI-GRAV RACING, 2207: THE TEAMS

Team	Speed	Acceleration	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
 Goteki 45	7	10	7	8

TRACK TYPES

Each track in WipEout® Pulse has two variations – the White Run and the Black Run. Runs can vary in size, direction and layout, and pose different challenges depending on the speed class and race type chosen.

SPEED CLASSES

There are four speed classes in WipEout® Pulse. Most of the race events focus on a specific speed class. The speed class of an event can also determine how many laps will be raced. The classes are as follows:

VENOM CLASS	medium speed, good for novices. Events usually last 3 laps. Top speed: 462 km/h.
FLASH CLASS	high speed, good for intermediate players. Events usually last 4 laps. Top speed: 538 km/h.
RAPIER CLASS	very high speed, suitable for experienced players. Events usually last 4 laps. Top speed: 657 km/h.
PHANTOM CLASS	extreme speed, for legendary racers. Events usually last 5 laps. Top speed: 793 km/h.

RACE TYPES

The following race types are available in WipEout® Pulse:

SINGLE RACE

a race on one circuit against a full grid of opponents, usually with weapons switched on. Beat your opponents to get the medal.

HEAD-TO-HEAD

a two player single race of intense rivalry.

TOURNAMENT

a series of races over several circuits against a full grid of opponents. Win enough points based on your finishing position in each race to take first place overall and win gold.

TIME TRIAL

a solo race against the clock on a single circuit. Beat the given race time to win the medal.

SPEED LAP

a solo event where you must race for the best lap time. Beat the given lap time to succeed.


ZONE

your ship accelerates automatically, and the speed increases every ten seconds. Each ten second period is called a zone. Survive for as long as possible before crashing out, and clear a set number of zones to win the medal.

ELIMINATOR

race for kills, not position, in a single race against a full grid. Eliminate a set number of opponents to take the prize.

WEAPONS AND PICK-UPS

Dotted around the track are glowing, x-shaped weapon grids. Fly over one to pick up a weapon or power-up, then press  to use it. The following pick-ups are available:

Auto Pilot



your ship will be piloted by an expert virtual pilot for a short time

Shield



a strong energy field will surround your ship for a few seconds, protecting it from damage

Turbo



a large speed boost will kick in for a few moments, propelling your ship forwards at high speeds

Rockets



three rockets will fire from the front of the ship. They explode on contact with other ships or the trackside boundaries.

Missile



a single powerful missile will be fired from the front of the ship. A lock-on can be achieved to greatly increase the chance of a direct hit.

Cannon



thirty rounds of heavy caliber proton shells will be available to shoot in bursts. Hold down the fire button to shoot off all the rounds in quick succession.

Plasma



after a short charging period, a single powerful bolt of plasma will be fired from the front of your ship. Targeting requires some skill, but direct hits cause a huge amount of damage.

Quake



a devastating earthquake ripple will shoot from the front of your ship, damaging everything in its way.

Mines



on firing, five mines will drop behind the ship for opponents to avoid. Mines will explode after a short time delay as well as on impact with another ship.

Bomb



a large bomb will be dropped onto the track and will remain there until a ship passes by close enough to set it off, or until its timer runs out- either way, expect a powerful detonation

Shuriken



a razor-sharp discoid projectile will be fired from the front of the ship, damaging and bouncing between other ships or the trackside until its timer runs out. It is then destroyed in a small explosion.

Repulsor




this disturbance weapon will affect a large area around your ship, causing damage to any rivals in the area and knocking them off course.

Leech



a parasitic energy weapon, the leech will lock on to the nearest ship in range and drain energy from it until the connection is broken.

ABSORBING WEAPONS

When your ship's shield energy runs low, press  to absorb the currently held pick-up or weapon. Different pick-ups will recover different amounts of energy. Strategically choosing whether to unleash a weapon or pick-up or absorb it to replenish energy can make all the difference between triumph and defeat.

RACING ESSENTIALS

AIRBRAKES

Each ship has top-of-the-line on-board airbrakes to help it to maneuver around tight corners. Competitors who master the airbrakes, particularly useful at higher speeds, give themselves a much greater chance of success.

MAG-STRIPS

The 2207 season sees the introduction of a brand new technology to the world of anti-gravity racing: the Mag-strip track. On Mag-strip sections of a circuit, powerful electromagnetic fields grip ships close to the surface as the track shoots vertically upwards or loops dizzily overhead. Your ship will not slow down when it enters a Mag-strip section, but its handling may feel subtly different.

SHIP RECOVERY

Even the very best anti-grav pilots can sometimes overstretch themselves, causing their ship to hurtle off the track following a high jump or unexpected burst of speed. If this happens to you, the blindingly quick AG Salvage Shuttles recovery service will return your ship to the race in the blink of an eye. However, you will have lost valuable seconds and will have to fly hard to make up for it.

ECS CAGE

The ECS (Entertainment Confinement Systems) Cage surrounds the majority of track sections. Its purpose is to protect spectators and the general environment from ships and from weapon fire – it's not there to protect you. Remember, the cage is not everywhere and if you stray too far from the track in some sections, you will still require the recovery service.



GHOST SHIPS

Achieve a good lap time in a Time Trial or Speed Lap event and a ghost ship will appear for you to measure your performance against. In Time Trial and Speed Lap events, the Pause Menu contains an option for turning off ghost ships. Ghost ships created in Time Trial events will be available in Speed Lap events and vice versa. Ghost ships can be saved at the end of a race depending on your race performance.

SHIP LOYALTY

Pilots earn loyalty points in every race for the ship used in that race. Loyalty points are allocated based on race performance. When loyalty points for a ship reach a certain level, you will automatically be rewarded with bonuses. Keep an eye on the loyalty meter that appears at the end of every race event to get an idea of how your loyalty level stands for the current ship. Loyalty point levels can also be viewed in the "Statistics" section of the Profile Menu.

PHOTO OPS

At the end of most races you can take a photo of the gamescreen. Press  at the end of a race to access the Photo Mode Menu. Adjust the camera angle and HUD then press  to take a photo.

NOTE: You can also take photos mid-race by selecting the Photo Mode option in the Pause Menu.

CREDITS

SCEE STUDIO LIVERPOOL

Studio Director

Clemens Wangerin

Game Director

Tony Buckley

Producer

Paul Tweedle

Technology Director

Dave Burrows

Lead Programmer

Marc Littlemore

Multi Player Lead Programmer

Nigel Knox

Programming Team

Fejro Bateren
Matthew Brooks
Manjit Ghataora
Nicolai Guba
Robert Higgs
Andrew Jones
Sean A. Kelly
George Kidd
Zico Liu
Sandy Lobban
Nicola Orru
Jonathan Peplow
Stephen Taylor
Chris Trewartha
Matt Verran
James Vipond
John Young

Lead Designer

Colin Berry

Design Team

Clark Davies
Karl Jones

Lead Artist

Colin Fawcett

Assistant Lead Artists

Garvan Corbett
Alan Wales

Track Artists

Anthony Anderson
Roger Bacon
Stuart Bugg
Andy Davis
Nick Elms
Roy Fielding
Gavin Fitzgerald
Tony Heap
Richard Hughes
Richard Heasman
Tom Jones
Warren Lancashire
Ben Levitt
John Lomax
Xavier Malard
Matt Olson
Richard Priest
Shafeq Rahman
Chris Riddell
Nolan Rowles
Richard Thomas
Adrian White

Ship Artist

Jon Eggleton

Particle/Weapon Effects

Jon Eggleton
Richard Heasman

Background Paintings

Darren Douglas

Technical Artist

Neil Gregory

Tools And Technology

Christian Lavoie
Nathan Roberts

Graphics Group Lead

Lee Carus

Graphics Group

Sebastian Bruekner
Darren Douglas
Jon Kendrew
Paul Bahr-Naylor

Graphic Design

John Machin
Christopher Moss
Lee Wagner
Eddie Wainwright

Web Development

Robert Foxx

Sound Engineer

Stephen O'Callaghan

Development Secretary

Lydney Pritchard

Voice Talent

Kevin Howarth
Amanda Weston

Ship Customisation Tool

Gamevial.com

Thanks

Craig Abraham
Piers Jackson
Chris Roope

TOOLS & TECHNOLOGY GROUP

Director

Edward Lerner

AUTHORING TOOLS FRAMEWORK

(ATF) TEAM:

Manager
Andy Bushnell

Engineers

Alan Beckus
Bill Budge
Ishay Pnueli
Ron Little

MUSIC

Music Licensing and A+R Manager

Sergio Pimentel

Music Supervisors

Martin Hewett

SCEA SANTA MONICA STUDIOS

Producer

Daimion Pinnock

Director, International Software Development

Barbara House

Sr. Director, Product Development

Allan Becker

Senior Vice President, Product Development, SCEA, part of SCE Worldwide Studios

Shuhei Yoshida

President, World Wide Studios,

Sony Computer Entertainment
SCEA Santa Monica Studios
Phil Harrison

SCEA PRODUCT DEVELOPMENT,

FIRST PARTY QUALITY ASSURANCE (FPQA)

Director

Ritchard Markelz

TEST OPERATIONS

Sr. Manager:

Tim Vanlaw

QA Test Manager:
Jeremy Hunter

QA Test Supervisor(s):
Ara Demirjian
Andrew Woodworth

Sr. Quality Assurance Tester:
Charles Yang

Quality Assurance Tester:
Jamal Carter

Lab Technician:
Tim Hackl

Contingent Game Test Analysts:

Teng Chea
Gaylin Didur-Tate
Renn Eberle
Peili Lawyer
Kris Yalung
Alex Corona
Anwar Bey-Taylor
Dan Tambini
Izi Holokahi
Joshua Daily
Justin McArthur
Mike Phariss
Travis Lauro

QA SUPPORT

Manager, Online support:
Chris Cromwell

Online Support Lead(s):
Ken Overbey
Derek Baumann

Online Support Analyst(s):
Edward O'Neill
Joe Schmedding
Michael Brown
Brandon Fenton
And the online Support Test Team

PROGRAM MANAGEMENT GROUP

Sr. Manager:
Jim Wallace

Manager, Project Management:
Eric Ippolito

Sr. Project Coordinator:
Justin Flores

Project Coordinators:
Jesse Reiter

**Director, Product Development
Information Technology (PDIT):**
Adam Harris

ONLINE GAMES

Sr. Manager, Online Games:
Monique Fraser

Manager, Production Operations:
Richard Bennett

Online Sr. DBA:
Madhukar Yedulapuram

Online DBA:
Beth Ford

Online Game Admins:
Krisztian Mizser
Rudy Wiley

Manager, Production Technology:
Nate Wiger

Online Production Technologists:
Andres
Alex Boster
Matt Miller

NETWORK ENGINEERING GROUP

Sr. Manager Network Engineering:
Derrell Jenkins

STUDIO APPLICATIONS

Sr. Manager:
Steven Kirk

CORE SYSTEMS INFRASTRUCTURE

Sr. Manager:
Tom Perrine

SCEA MARKETING

Director, Software Product Marketing
Jeff Reese

Product Marketing Manager
Ed Loonam

Senior PR Manager
Ron Eagle

Public Relations Specialist
Paul Murphy

Senior Creative Services Manager
Jack Siler

Senior Creative Services Specialists

JM Garcia
Joseph Chan
Miguel Godinez
Alicia Beam

Creative Services Specialists

Annett Hsu
Larissa Gamarra
Blanca Hernandez

Package Design
Art Machine

Manual Documentation
Offbase Productions

LEGAL

Corporate Counsel
Javan Bernstein

Director, Legal & Business Affairs
Lisa Lunger

Paralegal
Richard Daniels

Special Thanks

We would like to thank each individual at Sony Computer Entertainment America for their contributions, support and dedication to the success of Wipeout Pulse with special recognition to the Executive Management team including: Kaz Hirai, Jack Tretton, Peter Dille, Scott Steinberg, Phil Rosenberg, Riley Russell, Jim Bass, Glenn Nash, Phil Harrison, Shuhei Yoshida

MUSIC CREDITS

All music credits reproduced as supplied.

MIST "Smart Systems"

Written and produced by M.Kaye and L.Davenport. © 2007 Soul:r. p 2007 Copyright control.

BOOKA SHADE "Steady Rush"

Words & music: Booka Shade. Published by: Mila Publishing 2007. Licensed from: Perky Park Music.

Loco Dice "City Lights (Martin Buttrich remix) PSP Cut"

Written & Produced by Loco Dice and M.Buttrich. Remix and Additional Production by Martin Buttrich for Hope Management Ltd. Published by Copyright Control / EMI Music (world ex gas)/ Universal Music Publishing GmbH (GSA). p Four Twenty Recordings Ltd 2003. Licensed courtesy of Four Twenty Recordings Ltd. DJ

Fresh - X-Project (100% Pure Mix)

Written, Produced, Mixed and Arranged by Daniel Stein p & © Breakbeat Kaos 2007 Published by Bucks Music Group Limited.

Stanton Warriors "Tokyo"

Written and produced by Stanton Warriors. Published by Punks Publishing. p & © 2007 Stanton Warriors Ltd. Licensed from Punks Music Ltd.

Apex Twin "Fenix Funk 5 (wipeout edit)"

Written, performed and produced

by Richard.D.James at Newington Causeway Bank studios, London. Published by Chrysalis Music Ltd. Licensed from Rephlex.

Dopamine "Flat Out"

Written & produced by Matt Goddard Published by copyright control.p & © 2007 Dopamine.

MoveYa! & Steve Lavers "Chemical"

Written & produced by Martin Catling & Steve Lavers (Move Ya! & Steve Lavers) Audio Bug Records. Copyright Control 2007. Licensed courtesy of Audio Bug Records.

B Phreak & Groove Allegiance "Break ya self - Wipeout mix"

Written & Produced by Bernie Ott, Jonny Strinati & Chris Hughes. Published by Copyright Control. Licensed Courtesy of Splank! Records.

Rennie Pilgrem & BLIM "Slingshot - Wipeout mix"

Written & Produced by Rennie Pilgrem & G Cooke. Published by Bisbal Music/Westbury Music & Blim Publishing/Westbury Music. p & © TCR Recordings Ltd. Recorded at The Studio Of Kings London.

Ed Rush, Optical & Matrix "Frontline"

Written and produced by J. Quinn, M. Quinn and B. Settle. Published by Copyright Control/Virus Music. © Metro Recordings 2007.

Noisia "Seven Stitches - Wipeout mix"

Written & Produced by Nik Roos, Martijn van Sonderen and Thijs de Vlieger. Published by Noisia. © Division Recordings. Recorded at De Noisia Kantoor Groningen.

Mason "Exceeder - special mix"

Written by Iason Chronis & Coen Berrier. Produced by Mason. Special Mix by Mason. Published by AMS publishing/Edition Great Stuff/BMG Music Publishing. Licensed from GSR/Great Stuff GmbH.

Kraftwerk "Aero Dynamik"

Music by Ralf Hutter, Fritz Hilpert. Words by Ralf Hutter, Maxime Schmitt. © Kling Klang Musik GmbH. Courtesy of Sony/ATV Music Publishing (Germany) GmbH. Licensed Courtesy of EMI Records Ltd.

Skream "Suspicious Thoughts"

Written by Oliver Jones © 2007, Ammunition Promotions Ltd, EMI Music Publishing Ltd, London WC2H 0QY.

Guy Gerber & Shlomi Aber "Sea of Sand - Wipeout mix"

Written & produced by Guy Gerber & Shlomi Aber. Published by copyright control. p 2006 Cocoon Music Event GmbH. Licensed courtesy of Cocoon Recordings.

Special thanks to all the artists for their contribution to this game and to all the labels and publishers for their support.

LIMITED WARRANTY

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of this SCEA product that this software is free from defects in material and workmanship for a period of ninety (90) days from the original date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-7669 to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

UNAUTHORIZED USE

Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. Shared game code is licensed solely for wireless distribution through PSP systems for noncommercial purposes. All rights to make copies of any portion of the game for subsequent redistribution is retained by the copyright holder. Please contact SCEA at 1-800-345-7669, if you are unwilling to accept the terms of this license.

"PlayStation", "PS" Family logo, and "PSP" are registered trademarks and "UMD" is a trademark of Sony Computer Entertainment Inc. "Memory Stick Duo" and "Memory Stick PRO Duo" are trademarks of Sony Corporation.

Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit <http://www.us.playstation.com/psp>

