IIIII ✖ ▭ ⓤ ファイブアウト

FX300 RACING LEAGUE

[QIREX-RD]

x3 TRIAKIS

harimou

icaras
AG-SYS

auricom

OSSEGO1
DEVELOPMENTS

PIRANHA.A

feisar

wipEout® purE

//OPERATION MANUAL

▶▶ SL //2197 IIII IIIII

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 handheld entertainment system before use. Retain both this software manual and the instruction manual for future reference.

Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the TV screen. • Avoid prolonged use of the system. Take a break of about 15 minutes during every hour of play. • Do not use the system when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the system immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • 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.

Use and handling precautions

• This disc is PSP format software and is intended for use with the PSP handheld entertainment system only. If the disc is used with other devices, damage to the disc or to the device may result. • 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. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP handheld system's wireless network feature to off when using the PSP on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP handheld system's wireless network feature could interfere with the proper operation of the pacemaker • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen • 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. • 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). 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 benzine, 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 system damage or malfunction. • SCEA will not be held liable for damage resulting from the misuse of discs.

Recorded surface

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.
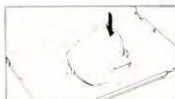
Storing the disc

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.

Wipeout® Pure 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.

UCUS 98612

TABLE OF CONTENTS

FX300 RACING LEAGUE

In the decades after the fall of the F9000 league, only the enthusiastic amateur pilots would keep Pierre Belmondo's dream alive. With their hand built craft and meager budgets, those true fans of the sport would pave the way for professional racing to return one day.

X3
TRIAKIS

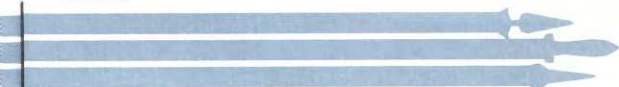harimau

OSSEGO!

PIRANHA

[QIREX-RD]

FEISAR

AG-SYS

AURICOM

The year is 2197 and that wait is over. Six historic and two new teams are making final preparations to their racecraft on the Pacific Island of Makana - host for the dawn of a new era in Anti-Gravity racing. As the world awaits, the FX300 League is ready to go.
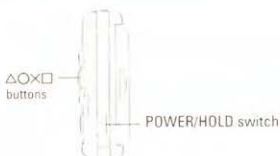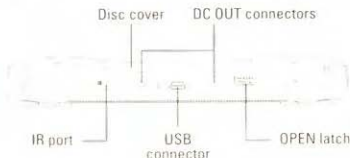
フイブアウト

GETTING STARTED

Right side view

△○×□
buttons

POWER/HOLD switch

Front view

Disc cover   DC OUT connectors

IR port   USB connector   OPEN latch

Set up your P.S.P™ handheld entertainment 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. Press the OPEN latch to open the disc cover. Insert the Wipeout Pure UMD disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP handheld s home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press ❌ of the PSP handheld to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD while it is playing.

▶ 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 handheld. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP™ handheld entertainment system configuration
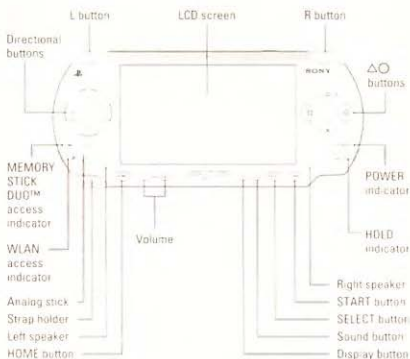
▶ Wi-Fi (WLAN) FEATURES

Software title 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).

AD HOC MODE

Ad Hoc Mode is a Wi-Fi feature that allows two or more individual PSP™ systems to communicate directly with each other.

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 a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

▶ SCROLLING HELP TEXT

Every menu screen has a scrolling bar of text at the bottom of the screen describing what each option does. This can assist you in getting to know the menus without referring to the manual.

DUAL AIRBRAKE

⬅ Steer ship left
➡ Steer ship right
⬆ Adjust pitch of ship
⬇ Adjust pitch of ship

➡⬅⬅ Barrel Roll Left (When the ship is in the air after a jump only)
➡⬅➡ Barrel Roll Right (When the ship in the air after a jump only)

❌ Thrust
▣ Fire weapon
◎ Absorb weapon
△ Rear Camera

[L] Left airbrake
[R] Right airbrake

[L] & [R] Together - Brake

[L] quick double tap - Side-shift Left
[R] quick double tap - Side-shift Right

[SELECT] - Change camera view
[START] - Pause the Game

Note: A successful Barrel Roll will give you a small speed boost upon landing but will also drain a small amount of energy. You can not perform a barrel roll if you do not have enough energy!

SINGLE AIRBRAKE

← Steer ship left
➡ Steer ship right
↑ Adjust pitch of ship
↓ Adjust pitch of ship

←➡← Barrel Roll Left (When the ship is in
the air after a jump only)
➡←➡ Barrel Roll Right (When the ship in the
air after a jump only)

✖ Thrust
▣ Fire weapon
◉ Absorb weapon
▲ Rear Camera

Hold **R** and press ➡ - Right airbrake
Hold **R** and press ← - Left airbrake

Hold **L** and press ➡ - Side-shift Right
Hold **L** and press ← - Side-shift Left

L & **R** Together - Brake

SELECT - Change camera view
START - Pause the Game

Note: You can configure some of the in-game
controls to your liking.

Navigating menu screens: In general, use ✖
to proceed / accept choices, and use ▲ to go
back/cancel choices. Use the directional buttons
to select different options and change individual
settings. On most screens, there is text to
indicate what buttons perform what functions.

▶ PROFILE MANAGER
Wipeout Pure uses player profiles to record and save your
progress and settings in the game. You can have a maximum
of 5 profiles on any memory stick.

AFTER STARTING UP,

▶ LOAD PROFILE
Load a previously created profile from your memory stick.
This will also activate the games autosave feature which
will save your progress throughout the game.

▶ NEW
Create a new profile. Here you will be prompted to enter a
name for your profile followed by entering a default tag
for the high score tables. Once this is done you will be
able to select from two options: Save yes and save no.

SAVE YES
You can select a slot to save your newly created profile
to. This will also activate the games autosave feature which
will save your progress throughout the game.

SAVE NO
This will continue without creating a save file on your
memory stick. You will be able to perform a manual save at
a later date should you so desire by going to Profile >
Save. By selecting Save No, the autosave feature will be
disabled until a manual save has been performed.

Note: Other race types have slight variations on this HUD
set up.

Wipeout Pure is all about high-speed, fast-paced futuristic racing. A variety of ships, tracks and speed classes await you in single and multiplayer modes. Your place on the start grid, the conditions for winning, the number of laps and the order of the races all depend on which game type you play and what speed class you race at.

▶ SHIP ENERGY
In most game modes you will have an energy bar which represents your ship's energy. If this is reduced to zero through collisions or weapons fire, your ship will be eliminated from the race.

▶ ABSORBING WEAPONS
If you find you are running low on energy, use ⊙ to absorb the pickup or weapon you are carrying and replenish your ship's energy. Different pickups will recover different amounts of energy. Choosing whether to fire or absorb can sometimes be a strategic decision that can make all the difference at a critical moment.

▶ SHIP RECOVERY
Occasionally your ship can leave the track via jumps. If you travel too far from the track, a recovery system will replace your ship on the track but you will lose time in the process.

▶ WEAPONS / PICK UPS
During races you can run over pads to collect weapons and items, and speed pads to gain a speed boost. Use ⊙ to activate pickups or fire weapons. There are 10 weapons / pick ups in the game.

▶ AIRBRAKES
Each ship has left and right airbrakes to help take difficult corners more easily. They are particularly useful at higher speeds.

▶ GHOST SHIPS
Producing good lap times in some game modes will lead to a ghost ship appearing for you to measure your performance against. Ghost ships can be saved to your memory stick if you wish. You may save one ghost ship per track per class.

▶ SPEED CLASSES
There are several different speed classes in Wipeout Pure.

▶ SHIPS
There are 8 different ships to choose from.

Note: Refer to page 18 for individual statistics.

AGS

Assegai

Auricom

Feiser

MAIN MENU

SINGLE PLAYER_

Harimau

Piranha

Qirex

Triakis

▶ **SINGLE RACE**
A single race against the opposition using the ship, track and speed class of your choice.

▶ **TOURNAMENT**
Race over a series of tracks. The higher up the field you finish, the more points you will score for that race. Whoever has the most points at the end of tournament is the winner.

▶ **TIME TRIAL**
Race alone on any track and aim to get the best times. Weapons are switched off. A free Turbo pickup is given each time your ship starts a new lap.

▶ **ZONE**
Race at ever-increasing speeds on specially constructed tracks where your ship is constantly accelerating. Survive for as long as possible. Weapons are not available in this mode. As the speed increases, use your airbrakes to help navigate the track and reach the highest zone you can.

SINGLE PLAYER

▶ FREE PLAY

Take your time to explore the tracks and race
for as long as you desire. Any damage inflicted to
your ship will be replenished over time. Weapons
are switched off. A free Turbo pickup is given each
time your ship starts a new lap.

▶ PROGRESSION

In all Single Player modes except Free Play,
winning medals is the key to progressing. Gold,
Silver and Bronze medals are awarded for a top
three position in single race and tournaments.
Beating preset times in Time Trial will also reward
you with a medal as will beating preset high scores
in Zone Mode. Medals are awarded per speed class
(aside from Zone mode). Track your progress by
going to Profile > Progress. Keep collecting medals
to unlock hidden content and features.

Note: After each race, you will be able to review
your results, which will then be autosaved to your
memory stick.

Note: Ghost ships created in Time Trial will be
available in Free Play and vice versa.

Note: Confirm your Wi-Fi button is switched on!

Game Modes available in multiplayer

CREATING A MULTIPLAYER GAME

NOTE: If you create a multiplayer game you will be the host for that session

▶ **SINGLE RACE**
Create Single Race > Select the class > Select the league > Select the Track > Select your ship > Set Multiplayer Options > Lobby

▶ **TOURNAMENT**
Create Tournament > Select the class > Select the league > Select your ship > Set Multiplayer Options > Lobby

▶ **TIME TRIAL**
Create Time Trial > Select the class > Select the league > Select the Track > Select your ship > Set Multiplayer options > Lobby

In the Lobby you will see a list of players who have joined the game. Once you are ready to start the game press ✖.

▶ **JOINING A GAME**
Select your ship > The game will then search for a list of available games within your Wi-Fi area. Select one of these and you will be taken to the pre-game lobby until the host starts the game.

Note: You cannot join a race that has already started.

DOWNLOADABLE CONTENT OVER MULTIPLAYER
Because Wipeout Pure offers downloadable content which can be used in multiplayer games, not all players may have downloaded the same content. When creating or joining multiplayer games, be aware that you or other players may be restricted in playing depending on the content you have downloaded. As a rule of thumb, if you are able to access downloaded content, you should get it to ensure you are as up-to-date as possible.

Note: If the host of a multiplayer game leaves, the game will be over and players will be returned to the menu. Player responsible for Wi-Fi fees.

Note: Upon leaving the multiplayer screens and
returning to the main menu, any new ghost ships (time
trial only) or fast race / lap times generated by you
will be autosaved to your records.

▶ NEW
This allows you to create a brand new clear
profile. After entering a name for the profile save
and a default high score table tag you will see a
warning screen explaining that should you continue
further all current unsaved progress will be lost.
Should you select yes from this screen a new clear
profile will be created, current unsaved progress
will be lost and you will be prompted to save the
new profile to your memory stick. This will be a
brand new clear profile! Should you select no you
will be returned to the profile menu.

▶ LOAD
Load a profile from your memory stick

▶ SAVE
This allows you to perform a manual save to a slot
on your memory stick; doing this will also switch
the autosave feature on if it is not already
active.

▶ OPTIONS
Controls: Choose your control method, either Dual
Airbrake or Single Airbrake. You can also reassign the
main in game controls for either control method on
this screen.

Skins: Select the front end skin you want in the game
from those available.

Music: Preview each available music track and select
which tracks are played and which are not.

Credits: View the staff credits here.

▶ SETTINGS

Music volume: 0 - 100

SFX volume: 0 - 100

Camera: Internal / Close / Far

Language: English

Autoload single player ghost: On/Off

Music Order: Sequential / Random

▶ PROGRESS

Contains the list of all the medals you have won in the different game modes. If you win a gold medal you can highlight it and select it.

▶ RECORDS

The complete list of lap and race records for all game types. Lap and race data is shared between certain game types.

SINGLE RACE / TOURNAMENT
The best lap and race times in this mode is displayed.

TIME TRIAL / FREE PLAY
The best lap and race times in this mode is displayed.

ZONE
The best lap and race times in this mode is displayed.

BROADCAST DATA
Selecting this puts your PSP in broadcast mode. Any player within range who selects. Receive Data can opt to receive your records and merge them with their own.

RECEIVE DATA
Selecting this option will initially begin a
search for anyone in Wi-Fi range who is
Broadcasting Data. A list will be displayed
of those people broadcasting. By selecting a
player from the list you will receive their
records which will be merged with your own on
your high score table.

Note: By broadcasting and receiving data, players
can share their records.

▶ STATS
A list of useful and interesting statistics about
your game to date.

▶ DOWNLOADING NEW CONTENT
For more information on PSP downloadable content
visit www.us.playstation.com/psp.

Note: SCEA reserves the right to retire the
downloadable content feature available for this
game with 30 days notice.

▶ CLASSES

Vector: The slowest speed class - ideal for beginners.
Venom: The medium speed class - suitable for players
accustomed with Wipeout.
Flash [Locked initially]: The new fast speed class.
Flash provides a greater challenge for those who have
mastered Venom.
Rapier [Locked initially]: Very fast. This class is
only suitable for experienced players who have proven
themselves on Flash.
Rumors: exist of a fifth speed class which is by far the
most extreme in terms of speed. Are you good enough?

▶ SHIPS

AUTO PILOT: Activation causes the player's ship to go under the control of your on-board ship computer for a short period.

SHIELD: A strong shield surrounds your ship for a short period protecting you from damage. The shield can be destroyed prematurely if it takes more damage than it can handle.

TURBO: A large speed boost kicks in for a brief moment causing the players ship to accelerate very quickly to a high speed.

MINES: 5 mines drop behind the player's ship for opponents to avoid. Mines will explode after a short time delay as well as on impact with another ship.

BOMB: Firing this drops a large bomb on the track that stays there until it has been hit or a ship has foolishly driven close enough to activate its detonation radius.

ROCKETS: Three rockets fire off in a spread from the front of the ship. They explode on contact with an opponent or any trackside buildings or objects.

MISSILE: A powerful missile is fired from the front of the ship. If lock on has been achieved (the target site will lock and turn red) a direct hit is almost certain.

DISRUPTION BOLT: A blue disruption bolt is fired down the track. If this hits a ship one of several effects could happen including temporarily reversing your opponents controls, disabling their airbrakes or even causing their vision to become impaired for a short while!

PLASMA: After a short charging period, a single powerful bolt of plasma is fired from the front of your ship. Targeting requires some skill, but direct hits cause large amounts of damage.

QUAKE: A devastating earthquake ripple is sent from the front of your ship damaging everything in its path.

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Rennie Pilgrem & Roxiller 'Bug'
Written by Rennie Pilgrem,
Chris Carter and James Cocozza.
Record Label: TCR Recordings
Published by Bisbal
Music/Westbury Music/Copyright
Control
Recorded at Moon Bass Alpha.
WWW.TCR.UK COM

"Hellion" Performed by Ming + FS
Written by A. Albano and F.
Sargolini aka Ming+FS
Published by Platinum Dogs
Publishing BMI, adminstered by
Kobalt Music
Group Limited
(P) & (C) 2005 Madhattan
Studios Music Inc.
http://www.mingandfs.com

Artist Name: Paul Hartnoll
Track Name: Boot Up
(P) 2005 Paul Hartnoll

Artist Name: Paul Hartnoll
Track Name: Ignition
(P) 2005 Paul Hartnoll

DrumAttic Twins- TWISTER
Label - FINGER LICKIN RECORDS
Publishing - Copyright control

Plump DJs - Black Jack 3
Label - FINGER LICKIN RECORDS
Publishing - Reverb /
Copyright Control

'C Note (instrumental mix)'
by Photek
Written and produced
by Photek
Published by Universal/MCA

Music Ltd
Courtesy Photek Productions
Copyright 2004

Aphex Twin 'Naks Acid'
Written & Produced by
Richard D. James (Chrysalis
Music) Published by
Chrysalis Music Ltd (P) 2005
Warp Records Limited
Courtesy of Warp Records
www.warprecords.com

Friendly 'We Got Juice'
Written and Produced by
Andrew Kornweibel
Copyright Control
2005 ' Fat Records
www.thefatclub.com

'Cross The Line' Performed by
Elite Force
Written by S.Shackleton.
Published by Universal/MCA
Music Ltd Elite Force master
recording administered
by www.bellmanagement.com

Themroc 'Mean Red'
Written by J Dan Peppe and
Jon Collyer
Published by Sony/ATV Music
Publishing / Copyright Control.
www.meanred.tv

Cosmos 'Kinection'
Written and produced by
Tom Middleton
Licensed courtesy of
Machine Management
Copyright Control.

LFO 'Flu-Shot'
Written & Produced by Mark
Bell (Warp Music)
(P) 2005 Warp Records

Limited
Published by EMI Music
Publishing Limited.
Courtesy of Warp Records
www.warprecords.com

T Power 'The System
[Wipeout dub]'
Written by T.Power [M. Royal]
Licensed to Liquid V courtesy
of Sound Boy
Recordings.

Jay Tripwire 'Room 2'
Written and produced by
Jay Tripwire.
Licensed courtesy of
Northern Lights.
Published by Fabric
Publishing.

Stanton Warriors 'Night Mover'
Written and produced by
the Stanton Warriors
for Punks Music.
(Dominic Butler / Mark Yardley)
Copyright Control
Punks Music is owned by
Stanton Warriors

Tiesto 'Goldrush'
Written and Composed Tiesto
Published Bucks Music Group Ltd.
2004 Black Hole Recordings

CoLD SToRAGE 'Onyx'
Written and produced by
CoLD SToRAGE.
Frost Byte Records

Tayo meets Acidrockers uptown
'Crafty Youth'
Written and produced
by Tayo Poppola and
Matt Buggins.
Published by copyright control.

"Grand Theft (Edit)" by
Freq Nasty
Written & Produced By
Darin McFadyen
Published By Copyright Control
(P) Skint Records 2005
Appears courtesy of Skint
Records
Taken form the album
'Bring me the head of...'
out now
www.skint.net
www.freqnasty.com

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