

PC  
CD  
ROM



# Wipeout™

The year? 2097. No room for manoeuvre! The world is shrinking... from North to South... from East to West... meeting your shadow and the echo of your rain in from a grape. Even knew you'd left. Landscapes curling through space, hewn from rock, cut from ice. Ships blur like the smears of hurled paint. Tracking the globe, soundtracking your dreams and your future has more cpl. r. More speed. More noise. Our future has more...

## **future word**

**“A ball bounces. 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.”**

**– Pierre Belmondo (Director of European AG Research)  
speaking at a demonstration of anti-gravity technology,  
Nevada, April 2035.**

## **the year? 2097**

**No room for manoeuvre. The world is shrinking...like a raisin  
from a grape.**

**From East to West...from North to South...meeting your shadow  
and the echo of your mind before you even knew you'd left.**

**Landscapes curling through space, hewn from rock, cut from  
ice. Ships blur like the smears of hurled paint. Tracking the  
globe, soundtracking your dreams and your visions...**

**Never dwell on past days. Leave those damp brown days alone.**

**Our future has more colour. 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.**

# street racer control

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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 may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic 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 convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

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## installing the game

- 1 Insert the Wipeout 2097 CD into your CD-ROM drive. The CD will autoboot when you put it in the drive.
- 2 Follow the on-screen instructions to install the game. You will be offered the chance to install the entire game including movie footage (which takes up a large amount of hard disk space) or just the game data (which takes up less hard disk space). Again, follow the on-screen instructions.
- 3 Wipeout 2097 requires the installation of DirectX 3.0 on your computer. You will be given the option of installing this if you don't already have it on your machine. If you do so, you will then need to select 'Yes' when the installer asks if you want to reboot the computer. Otherwise, select 'No'.

## running the game

- 1 To run the game, select 'Wipeout 2097' in the 'Start' menu under Psygnosis, Wipeout 2097 (unless you've set up a different group in the installation).
- 2 The .exe is in C:\Program Files\Wipeout 2097\ and is named Wipeout2.exe unless you changed the destination directory in the installation.
- 3 When starting up, Wipeout 2097 offers a pre-game selection menu where resolution and sound can be selected. The default settings will be the optimum settings for your hardware.

When these options are set to your requirements, click 'Play Game' to continue.

- 4 The intro movie will play. To skip this, press the ESCAPE key, the ENTER key, or the SPACE bar.

## controlling your craft

Wipeout 2097 can be played using a keyboard, a joypad/joystick and keyboard or a mouse and keyboard.

### Keyboard default controls

<b>'S' Key</b>	Accelerate
<b>SPACE Bar</b>	Fire Weapon
<b>Left ALT Key</b>	Discard Weapon
<b>Left Arrow Key</b>	Left
<b>Right Arrow Key</b>	Right
<b>Up Arrow Key</b>	Nose Down
<b>Down Arrow Key</b>	Nose Up
<b>'A' Key</b>	Left air brake (for tight turns)
<b>'D' Key</b>	Right air brake (for tight turns)
<b>ESCAPE Key</b>	Pause

### joypad/joystick and keyboard default controls

These default controls are configured to suit the layout of the Gravis GamePad Pro. This control device is strongly recommended for use with this game. If you are using any other joystick or joypad, you are advised to configure the controls to suit your own requirements.

<b>Joypad Button 2</b>	Accelerate
<b>Joypad Button 1</b>	Discard Weapon
<b>Joypad Button 3</b>	Fire weapon
<b>Joypad Left</b>	Left
<b>Joypad Right</b>	Right
<b>Joypad Up</b>	Nose Down
<b>Joypad Down</b>	Nose Up
<b>Joypad Left Shoulder Button</b>	Left air brake (for tight turns)
<b>Joypad Right Shoulder Button</b>	Right air brake (for tight turns)
<b>ESCAPE Key</b>	Pause

## mouse and keyboard default controls

<b>Left Mouse Button</b>	Accelerate
<b>Right Mouse Button</b>	Fire Weapon
<b>Middle Mouse Button</b>	Discard Weapon
<b>Mouse Left</b>	Left
<b>Mouse Right</b>	Right
<b>Up Arrow Key</b>	Nose Down
<b>Down Arrow Key</b>	Nose Up
<b>'A' Key</b>	Left air brake (for tight turns)
<b>'D' Key</b>	Right air brake (for tight turns)
<b>ESCAPE Key</b>	Pause

## function keys

You can use the function keys on your keyboard to alter various settings during a game. Most of these will have some effect on the game's speed, particularly when playing on a slower machine.

### **F1 Key – Change View**

Toggle between the external view and the in-cockpit view. The default setting is the external view.

### **F2 Key – Mouse Sensitivity**

Cycle through the 8 mouse sensitivity settings. The default is setting 4.

### **F3 Key – Draw Distance**

Cycle through the 8 draw distance settings. The default setting is full draw distance (setting 1).

### **F4 Key – Ship Trails**

Switch between Trails On (just the ship flare effect), Trails Off (no flare and no trail) and Trails Full (both flare and trail effects).

### **F5 Key – Sky**

Toggle sky On and Off. The default setting is On.

### **F7 Key – Bilinear Filtering**

Toggle bilinear filtering On and Off. The default setting is On.

**NOTE:** This only applies when certain 3D accelerator cards are installed.

## hud display



## menus

### title screen

Press the ENTER key to continue.

### main menu

Use the arrow keys to highlight required options. Press the ENTER key to confirm.  
Press the ESCAPE key to quit to Windows.

#### 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 arrow keys to highlight required race type. Press the ENTER key to confirm. Press the ESCAPE key 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 lane to get a power boost. Reach each checkpoint before your time runs out or it's game over before you've 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. You will also receive one Turbo Boost power-up at the start of each lap.

### 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 this screen. This will seriously test your racing prowess. But it won't end there. Remember that the world of anti-gravity racing is a secretive 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 automatically 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 win on your current track.

## team menu

Use the arrow keys to highlight required team. Press the ENTER key to confirm. Press the ESCAPE key to return to the previous menu.

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

### FEISAR

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

## AG Systems

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

## Auricom Research

The American Auricom 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.

## Qirex

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

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

### craft statistics

Team	Thrust	Top Speed	Turning Ability	Aero Dynamics	Shield Energy
	6 ★★★★★	3 ★★	7 ★★★★★★	7 ★★★★★★	6 ★★★★★
	7 ★★★★★★	5 ★★★★★	6 ★★★★★	6 ★★★★★	3 ★★
	5 ★★★★★	6 ★★★★★	5 ★★★★★	5 ★★★★★	5 ★★★★★
	4 ★★	7 ★★★★★★	3 ★★	5 ★★★★★	7 ★★★★★★

### racing class menu

There are 2 tracks available in each of the 3 racing classes. Use the Up and Down arrow keys to highlight your required racing class, then use the Left and Right arrow keys to display your chosen track. Press the ENTER key to confirm choices. Press the ESCAPE key 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.

## Rapier Class

A blistering adrenalin-rush of a race. Advanced players only need apply.

## options menu

Use the arrow keys to highlight required options. Press the ENTER key to confirm. Press the ESCAPE key to return to the previous menu.

### **Audio Config**

Allows you to alter the sound options. Takes you to the Audio Config Menu.

### **Controller Setup**

Allows you to alter the Controller buttons used in the game. Takes you to the Controller Setup 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. Takes you to the Load and Save Menu.

### **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.

## audio config menu

Use the Up and Down arrow keys to highlight required options then use the Left and Right arrow keys to set your choice. When all options are set to your satisfaction press the ENTER key to confirm. Press the ESCAPE key to return to the previous menu.

### **Music**

Use the Left and Right arrow keys to move the slider and set the volume of the in-game music.

### **SFX**

Use the Left and Right arrow keys to move the slider and set the volume of the in-game sound effects.

### **CD Track**

Use the Left and Right arrow keys to cycle through each available music track. For a random selection of in-game tracks, make sure you set this option to RANDOM. If you prefer racing to one particular music track, select the one you want before confirming your selection.

## controller setup

### Control Method Selection

Use the Left and Right arrow keys to cycle through Keyboard, Keyboard and Joystick or Keyboard and Mouse until your chosen method is displayed.

### Redefine Controller

If you want to redefine your chosen control method, highlight this option then press the ENTER key. You will then be taken to the configuration screen itself.

The game actions are displayed down the left. Current controls are displayed under the headings of Keyboard, Joystick and Mouse.

Use the arrow keys (or the joypad/joystick where applicable) to highlight the current control you wish to change. Press the ENTER key. Press the key (or joystick/joypad/mouse button where applicable) you wish to use instead.

Continue this process until all actions are set correctly. Select Accept to continue the game with your new configuration. Select Default to return to the default settings. Select Quit to go back to the previous menu without altering anything.

## preferences

Use the Up and Down arrow keys to highlight the preferences you want to change then follow the instructions below. Press the ENTER key when all preferences are set correctly. Press the ESCAPE key to return to the previous menu.

### Weapons

Use the Left and Right arrow keys to turn Weapon Grids On or Off.

### Default View

Use the Left and Right arrow keys to choose between Int (in-cockpit) or Ext (external) as the game's default view.

### Default Name

This facility allows you to store a default name which you will be able to use when entering your name onto the Best Times tables. Type in letters from the keyboard – you can use the Left and Right arrow keys to move between letters.

## load and save menu

Use the Left and Right arrow keys to select either Load or Save.

### **Load**

To load a previously saved game, use the Up and Down arrow keys to highlight your chosen game slot. Press the ENTER key and the game will be loaded.

### **Save**

To save your current game progress, use the Up and Down arrow keys to select the slot in which you want to save your game. Press the ENTER key. Type in a name to identify your game, then press the ENTER key again. The game will be saved.

## best arcade times screen

Use the Left and Right arrow keys to view the best arcade times set on each track.

## best time trial times screen

Use the Left and Right arrow keys to view the best time trial times set on each track.

The default controls can be found at the beginning of the manual for easy reference. References to controls in this section refer to default keyboard controls.

### **Shield Energy**

Each time you collide with the side of the track or are hit by an enemy weapon, your shield energy will be depleted. When shield energy levels reach zero, your ship will explode. The on-screen Shield Energy bar shows your shield energy level at a glance.

### **Speed-Ups**

These are blue arrows on the track. Fly over them for a brief speed boost.

### **Checkpoints**

As soon as you begin a race, a countdown showing your allotted time will be activated. If the counter reaches zero before you pass the next Checkpoint, the game will be over.

### **Weapon Grids**

These are coloured crosses on the track. Fly over them to pick up a weapon. Refer to the section headed WEAPONS AND POWER-UPS for more information. Weapon Grids are deactivated in a Time Trial.

### **Pit Lanes**

Recharge shield energy by flying into a pit lane. These are clearly marked striped areas.

### **Winning Medals**

When you're playing in Arcade Racing mode, you'll win a medal if you finish in the top 3. 3rd place wins bronze, 2nd place earns silver and coming 1st will get you the coveted F5000 Race League gold medal. Medals are awarded for the track regardless of class.

## weapons and power-ups

All weapons are pre-loaded onto your craft before a race. When you fly over a Weapon Grid, one of them will be activated and the relevant Weapon Icon will appear on-screen.

Press the SPACE bar to fire the weapon or the Left ALT key to discard it.

A spoken message will warn you of weapons about to be used against your ship.



### Mines

When fired, mines drop from the back of craft. They cause damage to ships which fly into them but can be destroyed using the Thunder Bomb.



### E-Pak

When activated, an E-Pak will boost your shield energy.



### Autopilot

When activated, your ship switches to Autopilot and will fly under automatic control for a short period. When this period of time is up an on-screen message "DISENGAGING" is displayed. However it will only disengage when the ship is on an even keel. You may disengage the Autopilot at any time by pressing the Left ALT key. This will return you instantly to manual control.



### Turbo Boost

When fired, a Turbo Boost speeds up the craft very quickly for a short period.



### Rockets

Fire in bursts of 3 from the front of the craft. Drain shield energy on impact. Rockets have terrain hugging capability but fire only in a straight line. Aim carefully.



### Missiles

Similar to rockets, but only one fires at a time. Missiles have heat seeking capability and drain shield energy on impact. The missile target can lock on to enemies both in front and behind your craft. If you have a rear lock, the text 'Rear Lock' will flash below the weapon icon. To fire the missile forwards, press the SPACE bar. To fire the missile backwards, press the SPACE bar and the Down arrow key together.



### Electro Bolt

Fires from the front of the craft. Causes a ship to stall and become difficult to control for a brief period on impact. Also causes shield energy drain. Wait until the target locks onto an enemy ship before firing.



### **Thunder Bomb**

When fired, a Thunder Bomb inflicts a large shield energy drop on all visible craft.



### **Shield**

When activated, a Shield protects your ship from further shield energy loss. Each shield is subject to a time limit. When a shield is activated, you can't fire another weapon but you can pick one up.



### **Plasma Bolt**

When activated, a Plasma Bolt has to charge up before it fires. They destroy enemy ships on impact. However, they are not target seeking and are therefore difficult to aim.



### **Quake Disruptor**

Just try it. Needless to say, causes massive shield energy loss on impact and will make you laugh like an idiot for days.

## **pausing the game**

Press the ESCAPE key to pause the game. Use the arrow keys to highlight your choice from the Pause Game Menu and press the ENTER key to confirm.

### **Continue**

Takes you back to the game.

### **Restart**

Takes you back to the start of the current track. If you use this during an arcade challenge you will lose one of your 'Continues'.

### **Return To Menu**

Takes you back to the Main Menu. If you use this during an arcade challenge the whole series will be over.

### **Audio Configuration**

When you select this option, you will be given a small sub-menu allowing you to select a music track or adjust the volume of music or sound effects. Use the Up and Down arrow keys to highlight your choice, then use the Left and Right arrow keys to adjust the settings. Return to the Pause Game Menu by pressing the ENTER key.

### **Quit to Windows**

Abandons the game and returns you to Windows.



## in-game music tracks

- 1 Body In Motion
- 2 Canada
- 3 Hakapik Murder
- 4 Plasticity
- 5 Messij Received
- 6 Surgeon
- 7 Tenation
- 8 Messij Xtnd
- 9 Kinkong

All Performed By Cold Storage.

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### **INTRO MOVIE MUSIC**

“Herd Killing” performed by Future Sound  
Of London (Edited by Cold Storage)  
  
“Herd Killing” appears courtesy of  
Virgin Records Limited and (Dougans,  
Cobain, D. Simmons, D.McDaniels,  
J.Mizell) Sony Music Publishing

### **EXTRO MOVIE MUSIC**

Xylem  
Phloem  
Argon  
Xenon  
Performed by Cold Storage

### **MUSIC**

Body in Motion  
Canada  
Hakapik Murder  
Plasticity  
Messij Received  
Surgeon  
Tenation  
Messij Xtnd  
Kinkong  
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# Wipeout

**PC  
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