



NTSC U/C

PlayStation



Best racing game of E3. -IGN.com

Gran Turismo Sport

DUAL SHOCK



**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 convulsions – 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 liquids.
- 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 play.
- 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 lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

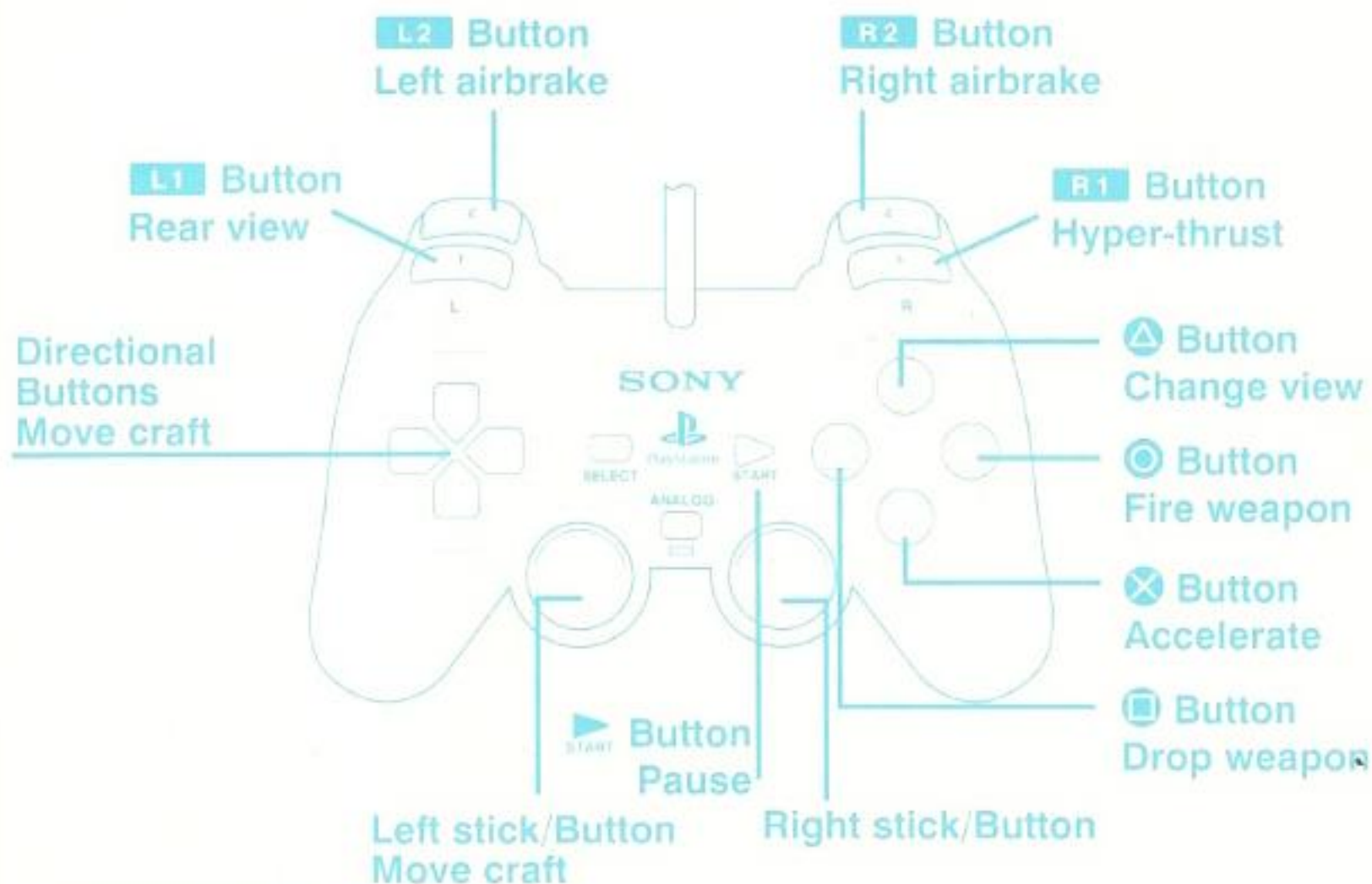
# TABLE OF CONTENTS

SETTING UP	2
CONTROLLING YOUR CRAFT	3
INTRODUCTION	4
THE GAMESCREEN	5
USING MENU SCREENS	6
MAIN MENU	7
TEAM MENUS	10
OPTIONS SELECTION MENU	12
RACE COMPLETE MENU	18
PLAYING THE GAME	19
WEAPONS AND POWER-UPS	21
MUSIC CREDITS	25
CREDITS	27



# CONTROLLING YOUR CRAFT

**NOTE:** if you are using an DUAL SHOCK™ analog controller, *WIP3OUT 3* can be played using the directional buttons or the left stick. When using the left stick, ensure the Analog mode switch is on (the LED will light up Red). The vibration function of the DUAL SHOCK™ analog controller can be toggled on or off in the Vibration Setup Menu later on in this manual.



# W3K INSTRUCTION - MANUAL: START

READ  
LEARN ENJOY

*You may think it is beyond you. To rip through the heavens, to master the air, to defy the laws of physics, to mock gravity.*

*Be told. Nothing is beyond your reach. The air is our friend, the wind our wings, the ground our springboard.*

*And Assegai are the new breed. We will prove beyond doubt, that our competitors are the dinosaurs of anti-gravity racing. We have left them on the starting grid. We must now consign them to history.*

**AMARA BESHIR - PRESIDENT, ASSEGAI DEVELOPMENTS** - speaking at the pre-roster Assegai Developments dinner, February 20th, 2116

*The technology is within all of us. It always has been.*

**GIANPIETRO TASSOTTI - ICARAS SENIOR SYSTEMS TECHNICIAN** - interviewed on "AG Today", March 15th, 2116

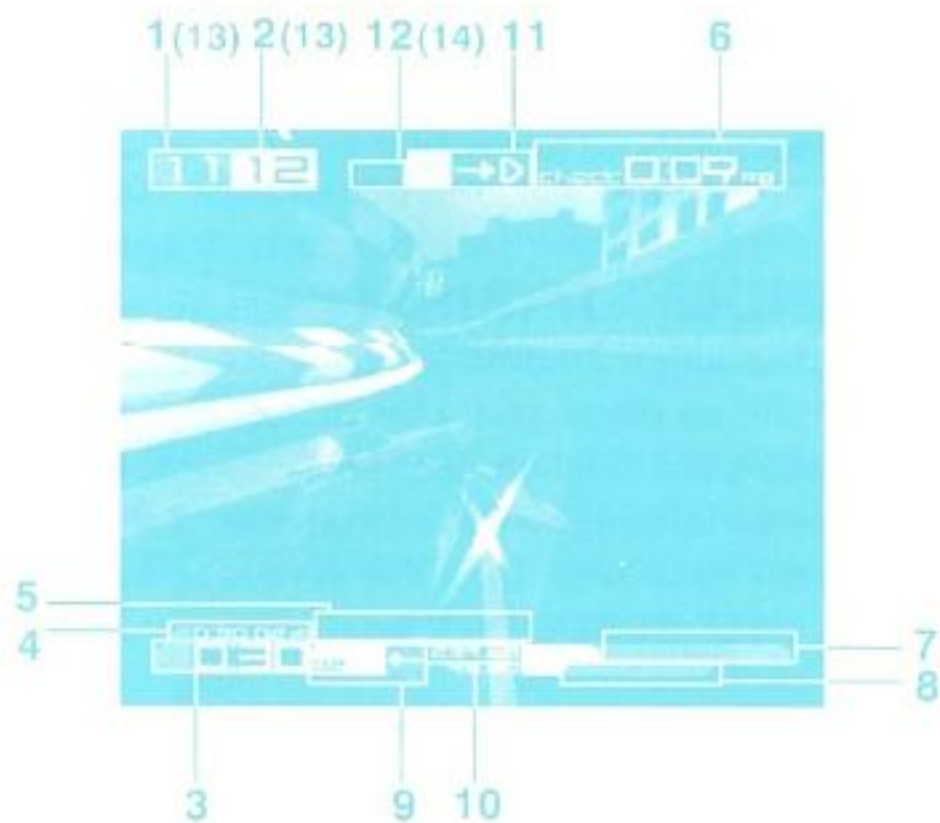
*On behalf of the city, I would like to extend a warm welcome to the officials, pilots and fans of F7200 Race League. I trust your short stay with us will be enjoyable and will enhance the greatest sports event the world has ever witnessed.*

*From the breathtaking Manor Top skyline to the shoppers' heaven which is Mega Mall, this metropolis offers the best in entertainment, leisure pursuits and recreational facilities. In fact, I would go as far as saying it is the natural venue for F7200 anti-gravity racing.*

*Enjoy!*

**MAYOR RANDOLPH MULLION** - speaking at the opening ceremony of the F7200 Race League, March 19th, 2116

# THE QAMZSCREEN



- |                         |   |
|-------------------------|---|
| 1. Current position     | 8. Energy level                               |
| 2. Number of opponents  | 9. Proximity indicator                        |
| 3. Current lap time     | 10. Speed                                     |
| 4. Lap times            | 11. Current weapon                            |
| 5. Lap number           | 12. Pit indicator                             |
| 6. Checkpoint countdown | 13. Death-match score (Eliminator Mode only)  |
| 7. Speed level          | 14. Eliminations (Weapon Challenge Mode only) |



ASSEGAI DEVELOPMENTS

## USING MENU SCREENS

Use the directional buttons to highlight an option, then press the **X** button to confirm. To return to the previous menu screen without accepting any option changes, press the **A** button.

## LANGUAGE SELECT MENU



After a short introduction cinematic sequence, the LANGUAGE SELECT MENU will be displayed. Use the up and down directional buttons to choose from English, German, French, Italian or Spanish. Press the **X** button to confirm your language. If a language is not selected within the time limit, then the language selection will default to English. The TITLE SCREEN will be displayed.

Press the **X** button to access the NUMBER OF PLAYERS MENU.

## NUMBER OF PLAYERS MENU



Use the left and right directional buttons to highlight ONE or TWO, then press the **X** button to access the MAIN MENU.





# MAIN MENU



## Single Race

Intense racing with weapons and checkpoints against a full field of competitors. Clear each checkpoint before your time runs out or the game's over before you've even finished the race. The number of laps depends on the racing class being played. If your shield energy is running low, boost your power in the pit lane.

**NOTE:** weapons and checkpoints are optional in Single Race mode. You can compete without weapons or checkpoints by selecting the Weapons OFF and the Checkpoints OFF options in the Game Setup Menu (found within the Options Selection Menu).

## Time Trial

A race against the clock without weapons or enemy craft. A ghost craft will fly a duplicate of the previous best race. Ghost races can be loaded from MEMORY CARD via the LOAD TIME TRIAL option. Best race times can be saved to MEMORY CARD for future games.



## Challenge

Twenty-four unique assignments await you. Divided into three Challenge Modes, you will be given specific tasks using preset craft on predetermined circuits.

- **RACE CHALLENGE** Race to achieve 1st, 2nd or 3rd against a standard group of competitors.
- **TIME CHALLENGE** Race to complete the circuit within a predetermined time.
- **WEAPON CHALLENGE** Race and destroy a fixed number of opponents.

**NOTE:** rumors of an additional eight gruelling tasks within a fourth Challenge Mode have been strongly denied by F7200 officials.



### **Eliminator**

A score-based event where a full complement of opponents vie for superiority. You score one point for each completed lap and one point for each competitor destroyed. The race continues until either you or your opponents achieve the target score. Craft destroyed during the race are re-spawned at the starting line. You can adjust the target score on the ELIMINATOR DETAILS screen by using the left and right directional buttons. Choose from 1 to 99. **NOTE:** the pit-lane is deactivated during Eliminator events.

### **Tournament**

The ultimate anti-gravity championships of all time. A full line-up of competitors compete in the fast and furious tournament mode over a variety of circuits. Run on a points-for-places basis, the pilot at the top of the leader-board at the end of the season is crowned the champion.

#### *Points awarded:*

<i>1st Place</i>	<i>10 points</i>
<i>2nd Place</i>	<i>6 points</i>
<i>3rd Place</i>	<i>4 points</i>
<i>4th Place</i>	<i>3 points</i>
<i>5th Place</i>	<i>2 points</i>
<i>6th Place</i>	<i>1 point</i>

In the case of a tie, the pilot with the most medals wins, and in the case of this being a tie, the player with the greater value of medals wins (gold being worth 3 points, silver 2 and bronze 1). In the continued case of a tie, the player with the lowest overall racing time for the four tracks wins.



### **RACING CLASS MENU**

Use the left and right directional buttons to highlight your required racing class and press the **X** button to confirm.

**VECTOR CLASS**            for novices or those that like to take things steady.

**VENOM CLASS**            for intermediate players or those that like to take chances.

**RAPIER CLASS**            for more advanced pilots or those who want to break new ground.

*Rumor has it that the F7200 organizers are to re-introduce a previously prohibited racing class. Only experts need apply.*

**NOTE:** when in Single Race mode, a table showing medals won in the selected class will be displayed.

### **TRACK MENU**

Use the left and right directional buttons to highlight one of the eight AG race circuits (if available). Press the **X** button to confirm and to access the Team Menu.

# Vertical Split Screen

## Team Menus

Use the left and right directional buttons to highlight one of the eight AG race teams (if available). Press the  button to begin the race.

### ▼ TEAM IDENTIFY

# FEISAR®

#### Team Stats

NAME: FEISAR  
COUNTRY: UNITED EUROPE  
ESTABLISHED: 2017

#### Craft Stats

SPEED: VERY POOR  
MANEUVERABILITY: HIGH  
SHIELD ENERGY: HIGH

### ▼ TEAM IDENTIFY

# AURICOM

#### Team Stats

NAME: ASSEGAI DEVELOPMENTS  
COUNTRY: UNITED AFRICAN NATIONS  
ESTABLISHED: 2113

#### Craft Stats

SPEED: MEDIUM  
MANEUVERABILITY: SUPERB  
SHIELD ENERGY: VERY POOR

### ▼ TEAM IDENTIFY

# G745

#### Team Stats

NAME: GOTEKI 45  
COUNTRY: PACIFIC ISLANDS 45  
ESTABLISHED: 2095

#### Craft Stats

SPEED: POOR  
MANEUVERABILITY: MEDIUM  
SHIELD ENERGY: HIGH

### ▼ TEAM IDENTIFY



# PIRHAN ADVANC

#### Team Stats

NAME: ICARAS  
COUNTRY: VARIOUS  
ESTABLISHED: 2109

#### Craft Stats

SPEED: SUPERB  
MANEUVERABILITY: POOR  
SHIELD ENERGY: POOR

▼ TEAM IDENTIFY



*Team Stats*

NAME: AURICOM IND  
COUNTRY: NORTH AMERICA  
ESTABLISHED: 2025

*Craft Stats*

SPEED: MEDIUM  
MANEUVERABILITY : MEDIUM  
SHIELD ENERGY: MEDIUM

▼ TEAM IDENTIFY



*Team Stats*

NAME: QIREX  
COUNTRY: RUSSIAN UNION  
ESTABLISHED: 2041

*Craft Stats*

SPEED: HIGH  
MANEUVERABILITY : POOR  
SHIELD ENERGY: MEDIUM

▼ TEAM IDENTIFY



*Team Stats*

NAME: PIRHANA-A  
COUNTRY: BRAZIL  
ESTABLISHED: 2060

*Craft Stats*

SPEED: MEDIUM  
MANEUVERABILITY : HIGH  
SHIELD ENERGY: POOR

▼ TEAM IDENTIFY

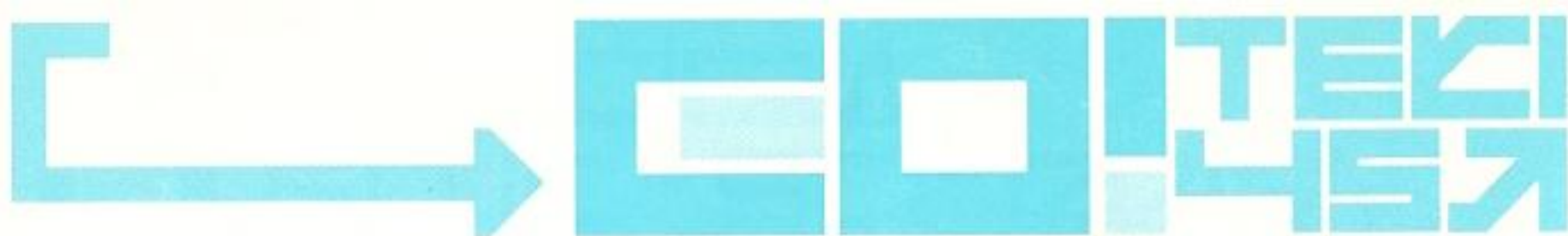


*Team Stats*

NAME: AG S INTERNATIONAL  
COUNTRY: JAPAN  
ESTABLISHED: 2017

*Craft Stats*

SPEED: HIGH  
MANEUVERABILITY : MEDIUM  
SHIELD ENERGY: POOR



## options selection menu



### *GAME SETUP MENU:*

#### *Game View*

Use the left and right directional buttons to choose either INTERNAL, EXTERNAL or COCKPIT view.

#### *Opponents*

Choose the number of race opponents. Select either 4, 8, 12 or set this option to OFF.

#### *Weapons*

ON or OFF

To collect a weapon during a race, simply fly over a weapon pad.

The weapon will activate and its logo will be displayed in the top middle of the gamescreen. Press the  button to deploy the active weapon.

Choose OFF to disable the weapon pads (see the WEAPONS AND POWER-UPS section later on in this manual).

#### *Checkpoints*

On or Off (see the PLAYING THE GAME section later on in this manual).

#### *Exit*

Confirms the changes you have made and returns you to the Options Selection Menu.

## CONTROLLER SETUP MENU:



**CONTROLLER PORT 1** see the Setup Controls Menu.



**CONTROLLER PORT 2** see the Setup Controls Menu.

**VIBRATION SETUP** see the Vibration Setup Menu.

**EXIT** press the  button to return to the Options Selection Menu.

### *Setup Controls*

Use the up and down directional buttons to highlight an action, then press the  button. The current button configuration will be replaced by a flashing "press button" message.

At this point, you must press the button that you want to use for the highlighted action. Repeat this method for each action until you are happy with the settings, then highlight EXIT and press the  button to return to the Controller Setup Menu. Alternatively, highlight RESET and press the  button to restore the default controls.

### *Vibration Setup*

Use the up and down directional buttons to select the Controller you wish to configure. Then use the left and right directional buttons to turn the vibration function ON or OFF. Highlight EXIT and press the  button to accept changes and return to the Controller Setup Menu.

### *Exit*

Confirms the changes you have made and returns you to the Options Selection Menu.



### AUDIO SETUP MENU:



#### *Music Volume*

Use the left directional button to decrease and the right directional button to increase the volume of the in-game music.

#### *Effects Volume*

Use the left directional button to decrease and the right directional button to increase the volume of the in-game sound effects.

#### *Output*

Choose either MONO or STEREO sound output.

#### *CD Track*

Use the left and right directional buttons to cycle through each available music track. For a random selection of in-game tracks, be sure to set this option to RANDOM.

#### *Exit*

Confirms the changes you have made and returns you to the Options Selection Menu.

### VIDEO SETUP MENU:

#### *Split Screen*

Use the left and right directional buttons to choose either VERTICAL or HORIZONTAL.

**NOTE:** split screen only applies to Single Race, Eliminator and Tournament modes.



### *Widescreen Correction*

Use the left and right directional buttons to select either ON or OFF. Select ON if you have a widescreen television and wish to view the game in the correct aspect ratio. Select OFF to play on a standard television.

### *Move Screen*

Press the  button to activate this function. Use the directional buttons to reposition the screen to your satisfaction. Finally press the  button to confirm.

### *Exit*

Confirms the changes you have made and returns you to the Options Selection Menu.

### **RECORDS MENU:**

#### *Single Race Records*

Use the left and right directional buttons to view the best single race times set on each track.

#### *Time Trial Records*

Use the left and right directional buttons to view the time trial race times set on each track.

### **LOAD/SAVE MENU:**

**NOTE:** it is advised that you do not insert or remove MEMORY CARDS once the power has been turned on. Make sure you have enough free blocks on your MEMORY CARD before starting.



# ADVANCE PIRHANA.A

## LOAD

To load a previously saved game, make sure you have a MEMORY CARD inserted according to the system instructions. Use the directional buttons to select the MEMORY CARD slot you want to load from and press the  button to confirm. If you have two MEMORY CARDS inserted, use the up and down directional buttons to switch between MEMORY CARDS.

## SAVE

To save your game, make sure you have a MEMORY CARD inserted according to the system instructions. Use the directional buttons to select the MEMORY CARD slot you wish to save to and press the  button to confirm. If you have two MEMORY CARDS inserted, use the up and down directional buttons to switch between MEMORY CARDS.

## EXIT

Press the  button to return to the Main Menu.

## IN-GAME MENU



Press the  button to pause the game. Use the directional buttons to highlight your choice from the In-Game Menu and press the  button to confirm.

### Continue

Returns you to the race.

## Audio Configuration

A small sub-menu will be displayed, allowing you to adjust the volume of music or SFX volume. Use the up and down directional buttons to highlight your choice, then use the



left and right directional buttons to adjust the settings. Return to the In-Game Menu by selecting BACK and pressing the  button.

### **Restart Game**

Takes you back to the start of the current track.

The following message will be displayed: *Are You Sure*  
No            Yes

Use the up and down directional buttons to highlight either YES or NO and press the  button to confirm. Choose YES to return to the beginning of the current race. Choose NO to return to the In-Game Menu.

### **Return to Menu**

Takes you back to the MAIN MENU.

The following message will be displayed: *Are You Sure*  
No            Yes

Use the up and down directional buttons to highlight either YES or NO and press the  button to confirm. Choose YES to return to the MAIN MENU. Choose NO to return to the In-Game Menu.

**NOTE:** if two Controllers are inserted you will return to the Number of Players Menu, before accessing the Main Menu.

### **View Objectives/Scores**

Refresh your memory as to your challenge assignments or required scores. Press the  button to return to the In-Game Menu.

**NOTE:** available in Challenge Mode and Eliminator modes ONLY.

▶ PLAY MORE  
ACHIEVE MORE

# PSYONOSIS, LEADS RESEARCH/DEV.

## RACE COMPLETE MENU



At the end of a race, a statistics screen will be displayed. See where you finished, the time it took and the lap times for each lap completed. Press the **X** button to access the Records Menu. If you have broken a record you will be able to enter your name on the hi-scores chart. Use the left and right directional buttons to cycle through the alphabet, then

press the **X** button to confirm. The DEL button deletes the current selection and takes you back one step, while the END button accepts the current name and exits the name entry process. Press the **X** button again to access the Race Complete Menu:

### Restart Game

Press the **X** button to return to the starting grid and restart the race.

### Go To Menu/Edit Game

Press the **X** button to return to the Main Menu.

### View Replay

Press the **X** button to watch the replay of the previous race from start to finish. Press the **▶** button to exit the replay.

## PLAYING THE GAME



### WEAPON GRIDS

Colored weapon grids litter the circuit. Fly over a grid to equip your craft with a weapon. See the **WEAPONS AND POWER-UPS** section later on in this manual for more information. Weapon grids are deactivated in a Time Trial.



### SPEED PADS

Speed pads, in the shape of blue chevrons, are strategically placed on tracks and boost the velocity of craft passing overhead. Multiple speed pads will add an incremental speed boost: for instance two speed pads in succession will add twice as much boost.

Speed pads along straight sections can improve passing. Speed pads in and around track corners may result in more collisions and, consequently, slower speed.



### CHECKPOINTS

Checkpoints are blue beams of light that stretch horizontally across the circuit at regular intervals. 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's over!

The more you play, the easier it will be to reach each checkpoint with time to spare.



wipeout  
official

item

### **HYPER-THRUST**

Hyper-thrust boosts craft speed by tapping into the shield energy reservoir. Extensive use of hyper-thrust will drain the craft's energy reserves and leave it vulnerable to elimination from opponents.

Hyper-thrust will be disabled if shield energy falls below 25%.

### **AIR-BRAKES**

Each craft is fitted with left and right air brake, to facilitate turning sharply and reducing speed. Very handy when entering severe corners.

### **ALTITUDE CHANGES**

Beware of changes in altitude - climbing a hill can obscure the circuit ahead and the resulting descent can lead to a hard-to-control speed rush. Combined with bends, hills can prove to be quite challenging circuit features. Additionally, short frequent altitude changes can result in unwanted bottoming out of the AG craft if the wrong speed is maintained over the obstacle.

The most severe altitude changes come from jumps. Correctly determining your launch angle, minimum speed, mid-air steering and touchdown techniques could make all the difference when it comes to making a smooth jump or crashing into the scenery.

### **PIT LANE**

Recharge shield energy by flying into a pit lane. These are clearly marked blue striped sections of track.

The shield strength recovered is based on time spent in the pit lane – less time within the lane will result in less strength recovered.

## WINNING MEDALS

A first place finish naturally takes the coveted gold medal. Runners-up have to settle for silver and if you come in third it's the F7200 Race League bronze medal for you! Medals are awarded for the track regardless of class.

Consecutive gold medals will unlock hidden circuits and launch new teams.

Unconfirmed reports allege the F7200 Race League will herald the re-introduction of a previously banned championship class...

## WEAPONS AND POWER-UPS

All weapons are pre-loaded onto your craft before a race. When you fly over a weapon grid, a weapon will be activated and the relevant icon will be displayed in the top middle of the screen. A spoken message will inform you of the weapon collected.

Press the  button to fire the weapon or the  button to discard or deactivate it.

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

# F7200 RACING

## -LEZARQUE



### AUTO-PILOT

Auto-pilot takes the craft out of your control for a short period. A timer will count down the seconds until auto-pilot disengages. Press the  button to disengage auto-pilot and instantly return to manual control.



### CLOAK

Instant invisibility prevents your opponents from targeting your craft. Handy for passing on the blind side – literally!



### GRAVITY SHIELD

The Gravity Shield will safeguard your craft from further shield energy loss. When activated, the Gravity Shield prevents you from firing another weapon, but you can pick one up.



### REFLECTOR

Reflectors can be used as an offensive weapon, sending an attack back towards its source. Timed correctly the Reflector is ideally activated just after an attack is launched.



### ENERGY DRAIN

When fired, the Energy Drain locks on to the nearest craft. Energy is then drained from the opponent and added to your craft's shield energy reservoir.



The link is broken when either the drained enemy craft is destroyed, moves out of range or activates a Gravity Shield; your craft reaches its maximum energy limit; or a time limit is reached.

But beware of opponents unleashing the Reflector weapon, as it will reverse the link and you will be the one to suffer the degenerating power of the Energy Drain.



### FORCE WALL

Slamming into an impenetrable wall at 250mph is enough to stop anyone dead in their tracks. Unleash a Force Wall and your competitors will come to a crunching halt, but you will speed on through. Opponents can destroy a Force Wall with a Quake Disrupter or a Plasma Bolt.



### MINES

When launched, mines spew from the back of the craft, causing damage to opponents behind. Although they are a fine deterrent to slipstreaming, Rockets and Quake Disruptors can destroy mines.



### MULTI-MISSILES

Launching a double salvo, multi-missiles can target up to two enemy craft at any one time. The two missiles will target the nearest opponent within a fixed short range.

If two enemy targets are within firing range, they will both receive a nasty visitor up their tailpipes!

## PLASMA BOLT



When activated, Plasma Bolts must charge up before launching. They are not target-seeking and are tricky to aim, but more importantly, they destroy enemy craft on impact.

## QUAKE DISRUPTOR



One of the most instantly recognizable weapons, the Quake Disruptor flips the race-track up and slams it back down with disdain. Craft caught within this ripple effect will suffer massive shield energy loss.

## ROCKET



As front-firing projectiles, rockets fire in rounds of two and drain shield energy on impact. Rockets fire only in a straight line, so careful aim is required.

# MUSIC CREDITS

"Auricom"  
"Goteki 45"  
"Feisar"  
"Icaras"  
"Pirhana"  
"Xpander"

All tracks recorded by Sasha for Deconstruction Records. Sasha appears with kind permission of Deconstruction Records.

All tracks written and produced by Sasha for Balance Management UK and Charlie May for ETC management. Digital Editing by Paul Morris. Published by Copyright Control / Warner Chappell. Xpander written by Sasha, Charlie May and D. Forbes. (P) and © 1999 Deconstruction Records Ltd.

Charlie May appears courtesy of Warner Chappell Music Limited and ETC management.

"Control"  
"Surrender"

Both tracks written and produced by MKL.

## Underworld "Kittens"

Written by Underworld (Emerson, Smith, Hyde)

Published by Sherlock Holmes Music/Warner Chappell Music for North America

Produced by Rick Smith

ISRC: GB-CGL-98-00036

(P) and © 1998 Underworld exclusively licensed to JBO Limited for UK and Ireland:

World excluding UK and Ireland V2 Music Limited

Licensed courtesy of JBO Limited/V2 Music Limited



# multi-player gaming

## **Orbital "Know Where to Run"**

Written by P.Hartnoll and P.Hartnoll

Published by Sony Music Publishing

Produced by P.Hartnoll and P.Hartnoll

Mixed by and additional production by Micky Mann

Cut by Kevin Metcalf

(P) and © 1999 FFRR

Available on the Ffrr Album "The Middle of Nowhere" (5560762)

## **Paul Van Dyk "Avenue"**

Written by Paul Van Dyk

Published by MFS administered by BMG/UFA Music Publishing

Produced by Paul Van Dyk

(P) and © 1999 Deviant Records

Licensed courtesy of Deviant Records Ltd. PVD Management

## **Propellerheads "Lethal Cut"**

Written by Alex Gifford

Published by Chrysalis Music

Produced by Alex Gifford at The Wurx

Mastered by Mike at The Exchange

(P) and © 1998 Wall of Sound Recordings

Licensed courtesy of Alex Gifford

## **The Chemical Brothers "Under The Influence"**

Written by Rowlands/Simons

Published by MCA Music Ltd.

Produced by The Chemical Brothers

ISRC: GB-AAA-99-00296

(P) and © 1999 Virgin Records Ltd.

Licensed courtesy of Virgin Records Ltd.

# credits

## wipeout team

**PRODUCER:**  
Alan Raistrick

**LEAD ARTIST:**  
Nicky Westcott

**ART TEAM:**  
Mark Frazer  
Mat Garey  
Josee Lupien  
Nick Phillips  
Andy Walker  
Andy Whiteley

**LEAD PROGRAMMER:**  
Neil Paterson

**PROGRAMMING TEAM:**  
Pete Bratcher  
Naresh Hirani  
David Jefferies  
Dave Raynard

**LEAD DESIGNER:**  
Wayne Imlach

**DESIGN TEAM:**  
Mark McGinley  
Scott Naylor  
Paul Walker

**SOUND EFFECTS / ADDITIONAL MUSIC:**  
Gary McKill

**SOUND EFFECTS:**  
Mike Clarke

**LEEDS STUDIO MANAGER / EXECUTIVE PRODUCER:**  
Jonathan Freedman

**IDENTITY BY:**  
The Designers Republic

**FMV TEAM:**  
Paul Bahr Naylor  
Jeff Bramfitt  
Darren Douglas  
Steve Gilbert  
Christian Lavoie  
Ashley Sanders  
Sasha  
Nicky Westcott

**CENTRAL PRODUCT MANAGER:**  
Enda Carey

**MANUAL WRITER:**  
Russell Coburn

**MANUAL APPROVAL:**  
Lee Travers  
Stephen Griffiths

**European Marketing & Press Team:-**  
Kevin McSherry, Nino Ceraolo, Jonathan Fargher, Glen O'Connell

**The Creative Services Team:**  
Martin Harrow, Richard Turner, Ric Tyson

**The Test Team:**  
Stuart Allen, Dean Ashley, Matthew Brooks,  
Neil Clarke, Alan McArdle, Thomas O'Connor,  
Jason Piatt, Paul Tweedle



# IS FAIR?

## US Publishing Team:

**Product Manager:**  
Susan Campbell

**Associate Product Manager:**  
Jane Donahue

**VP of Marketing:**  
Harry Vitelli

**PR Manager:**  
Charlotte Panther

**PR Co-ordinator:**  
Lynn Beverash

**Manual Layout US:**  
Scott Allen.

**Operations:**  
Monique Catley

**Creative Director:**  
Bob Schonfisch

**Marketing & PR Support:**  
Erik Hienrich

## Special Thanks

Goes to all those switched on people that worked with me offering advice & support in the US. Micha & Will at Blasthaus, Kelly and crew at Spundaes, Mark Burgoyne at Sceptre, Mike Lee from Arcade America LLC, Noah Massey, Eric Lee aka DJ Liquid, Michele Ferguson from MFPR, Jameson & Molly at Activision.

## And not forgetting:

Donald MacDonald at BBC Resources, Mark Green, Sam Brown, Phil Quirke-Webster, Ian Jenkinson, Guy Ornelat at Balance Management UK, Tara Morgan and Jenny Derbyshire at Excession - the Agency, Nigel Templeman and Matt Edwards at ETC management, Pete Hadfield at Deconstruction Records, Stephen Luckman at Sheridans, Chris Birch and all at Cruise Control, Steve Lindon for Music Licensing, Kay at Thrive, Suzann at 3AM, Chris at Kleber, Mike Sault, Clemens Wangerin, Dawn Paine, Claire Garvie and any others who helped us out - thanks!

# FOR HINTS AND TIPS ON PSYGNOSIS GAMES CALL: 1-900-976-HINT

## TECHNICAL SUPPORT

Phone: (310) 399-7022 Fax: (310) 399-1166

Technical support representatives are available at the numbers listed above M-F, 9am-5pm, PST.

You may also send your questions or technical problems via e-mail to: [psygtech@psygnosis.com](mailto:psygtech@psygnosis.com) or by writing:

Psygnosis Technical Support  
2000 Alameda de las Pulgas, Suite #126  
San Mateo, CA 94403

For questions regarding PlayStation game console and its peripherals, please call:

1 (800) 345-SONY (1-800-345-7669)

Representatives are available M-F, 8AM-6PM, PST

## PSYGNOSIS ONLINE

<http://www.psygnosis.com>

Our news is always hot! Visit our website and find out what's happening at Psygnosis - demos, tips and info about the games you like to play! Also, previews of new products.

## PRODUCT ORDERS

Can't find Psygnosis software? Call 1-310-399-7022.

(\$95 per min) Live Operator Assistance (\$1.35 per min) \$4.95 for mail-out tips. Live support is available 9am-5pm M-F PST. Automated support is available 24 hours a day-7 days a week. Must be 18 years or older, or have a parent's permission to call. Prices subject to change without notice. This hint line supports games produced by Psygnosis Limited. No hints will be given on our Technical Support or Order lines. This service requires a touch-tone phone.

## LIMITED WARRANTY

Psygnosis, Ltd. warrants to the original purchaser of this Psygnosis Limited product that this Software is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. Psygnosis, Ltd. agrees for the period of ninety (90) days to either repair or replace, at its option, the Psygnosis, Ltd. product. You must provide your receipt and call 1-310-399-7022 to receive instruction to obtain repair/replacement services. The foregoing is the sole remedy available to the original purchaser.

The licensed software and related documentation are provided as is. This warranty shall not be applicable and shall be void if the defect in the Psygnosis, Ltd. 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 PSYGNOSIS, LTD. 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 PSYGNOSIS, LTD. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PSYGNOSIS, LTD. 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.



F7200 RACING LEAGUE LOGO



F7200 RACING LEAGUE LOGO W/LOGOTYPE



F7200 RACING LEAGUE LOGO W/LOGOTYPE VERS 01

F7200-RACING LEAGUE

F7200 RACING LEAGUE LOGOTYPE



Psygnosis, 2000 Alameda de las Pulgas, Suite #126, San Mateo, CA 94403

Wipeout, Psygnosis and the Psygnosis logo are TM or © of Psygnosis, Ltd. ALL RIGHTS RESERVED.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Dual Shock is a trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

