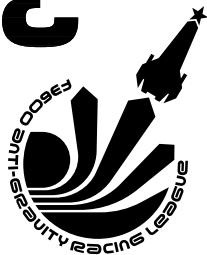


wipEout™



CONTENTS

<i>A Brief History of the F3600 Anti-Gravity Racing League</i>	0.3
<i>Starting the Game</i>	0.5
<i>Menus</i>	0.6
Single or Multi-player/Options/ Quit to DOS Selection	0.6
Options	0.6
Racing Class Selection	0.9
Championship/Single Race/ Time Trail Selection	0.9
Team Selection	0.10
Craft Statistics	0.10
Pilot Selection	0.12
<i>Playing The Game</i>	0.14
The Game Screen	0.14
Controlling Your Craft	0.15
Pausing the Game	0.16
Weapons and Power-Ups	0.17
<i>Multi-Player wipEout</i>	0.18
2 Player Serial Link	0.18
Network	0.18
<i>Credits</i>	0.20

F-3600

ARE YOU READY?

It's 2052 AD.. Anti-gravity racing has become the world's biggest sport. The F3600 Race League is where it's at. Tracks stretch across terrain in every corner of the world. Research goes on day and night in the quest to find the perfect race craft, the one that will travel further and faster than anything previously made.

It's big business... and you're on the start grid for the next race.

Pick the team you want to race for, take control of your red-hot anti-gravity racer, then ride the six huge circuits leaving the rest to chew fog.

The world's finest pilots are lining up to race for the biggest prize in sport. Will you make it?

GET READY FOR

w1p3'out"

BALLISTIC RACING.



W1P3'OUT"
F3600 RACE LEAGUE

BALLISTIC RACING

IT'S 2052 AD...

0.2
NUMBER

WIP3'OUT
RACING - EXTENDING THE RACE

A BRIEF HISTORY OF THE F3600 ANTI-GRAVITY RACING LEAGUE

Compiled from the archives of the F3600 Race Commission

Dr. Fraser of the World Technology Symposium went on to say, "It is clear that many sightings of UFO's are not hoaxes of any kind. We know this because many of the flying objects are in fact anti-gravity machines developed to enhance weaponry capabilities. In deciding to declare the existence of this technology, we are hoping that we can open it up to development by scientists with peaceful intent."

Michelle da Silva, science commentator.
'The Times', May 4th 2018.

It strikes me as odd that government bodies, particularly the World Technology Symposium, have been so hasty in denouncing anti-gravity technology as unsuitable for mass transport systems. They say it is inefficient and not "cost effective". My guess is that this is the voice of the government who have just increased tax on current fuel supplies.

Tessa Deakin of The Future Transport Campaign.
'New Transport Monthly', November 25th 2024.

Suggest we reject Symposium proposals. Sufficient interest exists in U.S. team to continue research. Circulate memo world-wide.

secret memo from Chuck Hoffman (AG Team Leader in U.S.) to Pierre Belmondo (Director of European AG Research), November 26th 2024.

We awake this morning to find that so-called anti-gravity scientists have been wasting public money on fruitless projects and expense account lunches. The 'AG community' as they are known decided to continue research into anti-gravity transport, even though their governing body insisted that such plans could never be realised. The U.S. government is now demanding an enquiry into the unauthorised spending of the money.

Geena Dawkins.
'Hello USA' (TV show), October 22nd 2034.

When we gathered in the searing heat of the Nevada desert, we expected perhaps a crudely built prototype model and some embarrassed shuffling on the part of the discredited scientists. Instead we were met by the Nx1000 anti-gravity vehicle which flew across the special track so smoothly and with such speed that jaws promptly dropped, and from somewhere across the hills came the sound of words being eaten. It was the government officials who looked uncomfortable as the world's press asked, "Who are the fraudsters now?"

Michael McDonald, science editor.
'The European Daily Comment', April 15th 2035.

U.S. government forced to remove the high tax on fuel which resulted from the official abandonment of the anti-gravity transport program. Other governments expected to follow.

'The Day In Brief'
'World Economic Review', May 30th 2035.

Fourteen long years ago, I lambasted the World Technology Symposium because they refused to pursue research into the emergent anti-gravity transport technology. Thankfully, that unprofessional organisation is now in ruins, as is the dastardly government they answered to, and scientists who refused to bow to political pressure have emerged as key players in developing the transport system that will solve many of the world's problems.

Tessa Deakin of The Future Transport Campaign.
'New Transport Monthly', February 2nd 2038.

Wow! Bunch of us went out in the new anti-gravity vehicles last month! Speedy Gonzalez! You want the ride of the future? You goddam got it with these bean machines. Be assured - motor racing is DEAD! You can ride 'em to work or you can ride 'em into the ground... just make sure you're riding one somewhere!

'Biz Newz'
'Race Dayz' (U.S. journal), June 8th 2044.

And to the world watching this event, already bigger than soccer's World Cup or the Olympic Games, we say, "See you again next year!"

Race on!

Dirk Breakwater, Chief Executive of the
F3600 Race League Commission.
Introduction to the official program of
the first F3600 Championships, June 2050.



STARTING THE GAME

To run wipEout, insert the game CD into your CD drive.
Change drive to your CD drive e.g.

D:

Then type **WIPEOUT**<return>.

The game will work out which sound card you have in your machine,
and run the game.

Should the message, 'not enough memory available' appear, you will
need to free some memory up by removing drivers from your
config.sys and your **autoexec.bat**. Usually, removing
SMARTDRV.EXE from the **autoexec.bat** will free up over 1Mb.

You can play wipEout using the keyboard, a mouse, or a joystick.



MENUS

Once wipEout has loaded, there will be an animated introduction. You can skip this by pressing the '**Esc**' key on the keyboard.

After the introduction has finished, or once you have pressed the '**Esc**' key to skip it, you will see the wipEout title screen. Press the '**Return**' key on the keyboard to continue.

Before you can take your place on the track, you need to make a few choices about the game you are about to play.

wipEout will offer you a number of menus before you play the game. On each menu, use the cursor arrow keys on the keyboard to highlight your choice, then press '**Return**' to select it. To go back through the menus press the '**Esc**' key.

Single or Multi-Player/Options/Quit to DOS Selection

Use this menu to choose the one player or the multi-player game, the options menu, or to return to DOS.

Use the cursor arrow keys on the keyboard to highlight your choice, and then press the '**Return**' key to select it.

Options

Load Data: Choose '**Load Data**' from the options menu by using the cursor arrow keys on the keyboard to highlight it, and then pressing the '**Return**' key to select it. You will be asked to name the file you wish to load. Type in the name of the file and then press the '**Return**' key. You will be asked to verify your choice. If the file name is correct, use the **LEFT** and **RIGHT** cursor arrow buttons to choose '**Yes**' then press the '**Return**' key. If it is incorrect, use the **LEFT** and **RIGHT** cursor arrow buttons to choose '**No**' then press the '**Return**' key. If you choose '**Yes**', the selected file will be loaded. If you choose '**No**' you will be asked to enter the correct file name.



Save Data: Choose **'Save Data'** from the options menu by using the cursor arrow keys on the keyboard to highlight it, and then pressing the **'Return'** key to select it. You will be asked to name the file you wish to save. Type in the name of the file and then press the **'Return'** key. You will be asked to verify your choice. If the file name is correct, use the **LEFT** and **RIGHT** cursor arrow buttons to choose **'Yes'** then press the **'Return'** key. If it is incorrect, use the **LEFT** and **RIGHT** cursor arrow buttons to choose **'No'** then press the **'Return'** key. If you choose **'Yes'**, the file will be saved. If you choose **'No'** you will be asked to enter the correct file name.

Controller Configuration: The default controller is a keyboard. However, you can choose to use a mouse or a joystick using this option. You can also redefine individual controls from this option.

Choose **'Controller Configuration'** from the options menu by using the cursor arrow keys on the keyboard to highlight it, and then pressing the **'Return'** key to select it. Pressing the **RIGHT** cursor arrow key on the keyboard repeatedly will cycle through the three choices of keyboard, mouse and joystick. When your required control method is displayed, press the **'Return'** key to select it or press the **'Space'** key to redefine it.

Redefining the keyboard: Display the keyboard on the **'Controller Configuration'** menu and then press the **'SPACE'** key. You will then be asked to input your required keys for the following functions - Left, Right, Up, Down, Accelerate, Fire, Change View, Airbrake Left, Airbrake Right. When you have chosen all the keys, press the **'Return'** key to select them.

Redefining a mouse: Display the mouse on the **'Controller Configuration'** menu and then press the **'SPACE'** key. You can select the sensitivity of the mouse from a choice of **Low**, **Medium**, and **High**. When you have made your choice, press the **'Return'** key.

Redefining a joystick: Display the joystick on the **'Controller Configuration'** menu and then press the **'SPACE'** key. To adjust the joystick's calibration, move the joystick to your required top left position then press the **'Fire'** button. Move the joystick to your required bottom right position and then press the **'Fire'** button. Move the joystick to the central position and then press the **'Fire'** button. When this is done, press the **'Return'** key on the keyboard to select the new calibration.



Audio Configuration: Choose 'Audio Configuration' from the options menu by using the cursor arrow keys on the keyboard to highlight it, and then pressing the 'Return' key to select it. Use the **UP** and **DOWN** arrows to choose one of two variable options. You can choose **SFX/Music** which allows you to alter the balance between sound effects and music using the **LEFT** and **RIGHT** arrows. **Select CD** allows you to choose a particular music track, or a random selection using the **LEFT** and **RIGHT** arrows.

View Best Times: Choose 'View Best Times' from the options menu by using the cursor arrow keys on the keyboard to highlight it, and then pressing the 'Return' key to select it. Use the **LEFT** and **RIGHT** arrows to cycle through the best times on all successfully completed tracks.

Graphics Detail: Choose 'Graphics Detail' from the options menu by using the **UP** and **DOWN** cursor arrow keys to highlight it. Change the settings using the **LEFT** and **RIGHT** cursor arrow keys. To confirm your selection press the 'Return' key. Reducing the detail of the game's graphics can make wipEout run faster.

Draw Distance: You can alter the distance of the game's horizon with this option. The choice is **Near**, **Medium**, or **Far**. The further into the distance the horizon is drawn, the slower the game will run.

Resolution: Change between **High** or **Low** resolution graphics with this option. The game will run faster if you choose **Low** resolution.

Screen Size: Alter the size of the game screen with this option. The choices are **Full**, **Medium**, or **Small**. The smaller the size of the game screen, the faster the game will run.

Sky: You can turn sky detail **On** or **Off** with this option. The game will run faster if the sky detail is turned **Off**.

Texturing: You can turn texturing **On** or **Off** with this option. The game will run faster if the texturing is turned **Off**.



Racing Class Selection

There are two racing classes in wipEout. These are Venom and Rapier. When you first play the game you will be in the Venom class - you will only be able to move up to the faster Rapier class when you have won the Venom Championship.

Choose the racing class by using the **UP** and **DOWN** cursor arrow buttons on the keyboard to highlight the option and pressing the **'Return'** key to select it.

Championship/Single Race/Time Trial Selection

To choose the race type you require, use the **UP** and **DOWN** cursor arrow buttons on the keyboard to highlight the option, then press the **'Return'** key to select it.

Championship: Starting on the first track, you will attempt to finish in the top three to qualify for the next one. Points will also be awarded dependent on your placing. If you finish outside the top three you will lose a life - you have 3 lives per track.

If you manage to complete all six tracks in the Venom class AND finish top of the points table, you will be able to move up to the tougher Rapier class.

Single Race: If you choose this option, you will be offered the Team Selection and the Pilot Selection screens followed by the opportunity to select a track. There are six tracks in wipEout. These are Altima VII, Karbonis V, Terramax, Korodera, Arridos IV, and Silverstream. You will compete against a full field of pilots in a 3 lap race.

Time Trial: As in the Single Race, you can choose your team, pilot and track. Remember that all weapons will be deactivated in a time trial.

Race against your own best times. You have no one to beat but the clock!

Team Selection

There are four major teams from around the world involved in the F3600 Anti-Gravity Racing League. Each team invests heavily in research and builds craft to suit their own star drivers - the aim is always to blitz the course and leave the opposition clutching at vapour.

At the start of each race there are 8 contenders on the track. These 8 are made up of 2 pilots from the 4 different teams.

Use the **UP** and **DOWN** cursor arrow buttons on the keyboard to highlight your chosen team, then press the **'Return'** key to select it. Remember that the race craft used by each team differ in specification. The Craft Statistics

Team	Country of Origin	Engine Spec.**	Pilots
AG Systems	Japan	1200x2-RHT	John Dekka Daniel Chang
Auricom Research	USA/Canada	330x3-RHT	Arial Tetsuo Anastasia Cherovski
Qirex	Russia	1700x1-SRHT	Kel Solaar Arian Tetsuo
FEISAR*	European Consortium	1400x2-SRHT	Sophia de la Renté Paul Jackson

*Federal European Industrial Science and Research

**Brake Horse Power, number of engines, Reheat or Super Reheat

Craft Statistics

Team	Accel.	Top Speed	Mass	Turning Circle
AG Systems	██████████★	██████★	██████★	██████████★
Auricom	██████★	██████████★	██████████★	██████★
Qirex	██████★	██████████★	██████████★	██████★
FEISAR	██████████★	██████★	██████★	██████████★

SHIP DATA

324011 SRX



DON'T STOP!

0.10

NUMBER

ACCEL.
TOP SPEED.
MASS.
TURNING CIRCLE



Manufacturer	AG Systems International
Design Model	3240ii SRX
Engine Configuration	2x1200bhp - reheat
Engine Model	Falcon4 MkII
Stabilising Surfaces	Pro-Am PB90
Braking System	Pirhana2 - S.R.B.S. (Speed Responsive Braking System)
Weapons Control	AG Systems UK



Manufacturer	Auricom Reaserch Industries
Design Model	A.R. 2700 Model B
Engine Configuration	3x660bhp - reheat
Engine Model	Syrus 660 MkIV
Stabilising Surfaces	Pro-Am SR 640
Braking System	Pirhana4 - P.R.B.S. (Power Responsive Braking System)
Weapons Control	Xevious 4 Control Systems



Manufacturer	FEISAR
Design Model	LS-5600 MkIV
Engine Configuration	2x1400bhp - super reheat
Engine Model	Syrus 2800 MkII
Stabilising Surfaces	Pro-Am SR320
Braking System	Airflow220 - S.R.B.S. (Speed Responsive Braking System)
Weapons Control	FEISAR4 Armacall Computer



Manufacturer	Qirex International
Design Model	Quantax Design Model 4
Engine Configuration	1x1700bhp - Super reheat
Engine Model	1700 PowerStation4
Stabilising Surfaces	Pro-Am PB90
Braking System	Airflow400 -P.A.B.S. (Power Assisted Braking System)
Weapons Control	Krakken 1 Weapons Deployment System

Pilot Selection

The pilots are highly skilled and very rich individuals. Bitter rivalries have developed and each is committed to the success of their team. Each team has 2 pilots in the race - a lead pilot and a second pilot.

Use the **UP** and **DOWN** cursor arrow buttons on the keyboard to highlight your chosen pilot, then press the **'Return'** key to select it.



LEAD PILOT		2ND PILOT	
	Name John Dekka Sex Male Age 38 Nationality American History One of AG Systems finest test pilots Height 6'0" Weight 89.8 kilos F3600 ID DEK200.0.0.11		Name Daniel Chang Sex Male Age 29 Nationality Chinese History Defected communist test pilot Height 5'8" Weight 95.25 kilos F3600 ID CHAN210.0.3.4



LEAD PILOT		2ND PILOT	
	Name Arial Tetsuo Sex Female Age 22 Nationality Japanese History Bitter rival and twin sister of Arian Tetsuo of the Qirex racing team Height 5'3" Weight 42.2 kilos F3600 ID TETS304.3.1.8		Name Anastasia Cherovoski Sex Female Age Unconfirmed Nationality Unconfirmed History Unconfirmed, but Kel Solaar, Lead Pilot of Qirex Team knows her secret Height 5'11" Weight Unconfirmed F36700 ID CHER347.12.23.75

SHIP DATA

LS-5600 MKIV



SPEED FRENZY!



0.12

NUMBER



ACCEL.
 TOP SPEED.
 MASS.
 TURNING CIRCLE

table will help you in your choice.



LEAD PILOT		2ND PILOT	
	Name Kel Solaar Sex Male Age 40 Nationality Russian History Expert in high speed flight and all weapons systems. Long term, mysterious rivalry with Anastasia Cherovoski of the Auricom Team Height 6'4" Weight 124.74 kilos F3600 ID SOLA423.12.1.1		Name Arian Tetsuo Sex Female Age 22 Nationality Japanese History Bitter rival, under dog and twin sister of Arian Tetsuo of the Auricom racing team Height 5'3" Weight 43 kilos F3600 ID TETS303.2.0.7



LEAD PILOT		2ND PILOT	
	Name Sophia de la Renté Sex Female Age 22 Nationality French History First woman to fly non-stop around the Earth in a single seater Anti-Gravity fighter Height 5'10" Weight 44.9 kilos F3600 ID RENT102.6.9.10		Name Paul Jackson Sex Male Age 36 Nationality English History Unconfirmed Height 5'9" Weight 93 kilos F3600 ID JACK234.32.32.0

PLAYING THE GAME

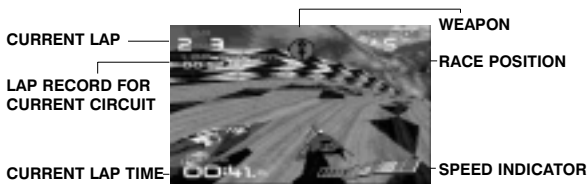
Championship: If you choose to make an attempt on the championship, you will be taken to the first track in the Venom racing class.

Single Race: If you choose a single race, you will compete against a full field of pilots on your selected track.

Time Trial: If you choose to race against the clock and your own best times, you will be taken to your selected track.

The Game Screen

As you pilot your craft in the F3600 Anti-Gravity League, you will want to have some important pieces of information at your fingertips. The game screen will tell you which lap of the race you are on, your position in the race, the weapon you have available (if any), fastest lap times and your own time, and the speed you are travelling.



You can choose to race with an internal viewpoint (this views the track from within the cockpit of your anti-gravity race craft), or an external view (this gives you a view just above and behind your craft). Choose the viewpoint you find most comfortable by pressing the **'Tab'** key on the keyboard to toggle between the options.

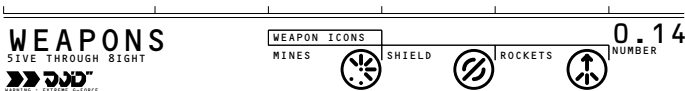
While playing the game, you are able to alter the graphics detail by using the function keys **'f1'**-**'f4'** on the keyboard.

Press **'f1'** to cycle through the three **'Draw Distance'** settings.

Press **'f2'** to toggle between the two **'Resolution'** settings.

Press **'f3'** to cycle through the three **'Screen Size'** settings.

Press **'f4'** to toggle between **'Sky'** and **'Texturing'** settings.



Controlling Your Craft

KEYBOARD:

DEFAULT KEY	ACTION
CONTROL	Accelerate
ALT.	Deploy weapon
TAB	Change view
LEFT ARROW	Left
RIGHT ARROW	Right
'Z'	Left air brake (for tight turns)
'X'	Right air brake (for tight turns)
'P'	Toggle pause on and off
'f1'	Alter 'Draw Distance'
'f2'	Alter 'Resolution'
'f3'	Alter 'Screen Size'
'f4'	Alter 'Sky'

MOUSE:

Remember that if you are using a mouse, you will still need to use the keyboard to activate a few of the functions.

MOUSE MOVEMENT	ACTION
LEFT MOUSE BUTTON	Accelerate
RIGHT MOUSE BUTTON	Deploy weapon
LEFT	Left
RIGHT	Right

KEYBOARD KEY	ACTION
TAB	Change view
'P'	Pause on/ off
'Z'	Left air brake (for tight turns)
'X'	Right air brake (for tight turns)
'f1'	Alter 'Draw Distance'
'f2'	Alter 'Resolution'
'f3'	Alter 'Screen Size'
'f4'	Alter 'Sky'



JOYSTICK:

Remember that if you are using a joystick, you will still need to use the keyboard to activate a few of the functions.

JOYSTICK MOVEMENT	ACTION
FIRE BUTTON 2	Accelerate
FIRE BUTTON 1	Deploy weapon
LEFT	Left
RIGHT	Right
KEYBOARD KEY	ACTION
TAB	Change view
'P'	Toggle pause on and off
'Z'	Left air brake (for tight turns)
'X'	Right air brake (for tight turns)
'f1'	Alter 'Draw Distance'
'f2'	Alter 'Resolution'
'f3'	Alter 'Screen Size'
'f4'	Alter 'Sky'

Pausing the Game

Pressing '**P**' on the keyboard will pause the game. Once paused, you will be offered a menu with four options.

Continue: Selecting this option will continue the game from the point at which you paused it.

Restart: Selecting this option will restart the game so you can begin a race again. However, if you are playing in Championship mode, you will also lose a life.

Quit: Selecting this option will quit back to the menus.

CD Track: Selecting this option allows you to choose a new music track. Use the **LEFT** and **RIGHT** cursor arrow buttons on the keyboard to cycle through the tracks.

Use the **UP** and **DOWN** cursor arrow buttons on the keyboard to highlight your choice, then press the '**Return**' key to select it.

Weapons and Power-ups

Weapons are used by the Anti-Gravity racing craft to hinder the progress of opponents. All weapons are loaded onto the craft before the race but they can only be activated by flying over a Weapons Grid on the track. The Weapons Grids are brightly coloured sections of track. Just one weapon can be activated at any one time.

One Player Weapons



SHIELD Stops enemy weapons affecting your ship. Each shield is subject to a time limit. When a shield is activated, you can't activate another weapon but you can pick one up.



TURBO BOOST Speeds up the craft very quickly for a short period.



MINES These slow down the affected craft with each hit. They are released in batches of five, hovering above the track for a few seconds before exploding automatically.



SHOCK WAVES When affected by a Shock Wave, a craft will stall, shake and be difficult to control for a short period of time.



ROCKETS Fire from the front of the craft and cause an opponent to slow down on impact. Rockets have terrain hugging capability but fire only in a straight line. Aim carefully.



MISSILES Similar to rockets, but with heat seeking capability. Wait for the missile lock symbol to appear over an enemy before firing.

Multi-Player Weapons

In addition to the weapons listed above, there are also two more which can only be used against human-controlled opponents in the multi-player game.



REVCN When fired at an opponent, this weapon will reverse the other player's controls.



"What's this? You work it out! (It's subtle but very useful!)"

MULTI-PLAYER WIPEOUT

There are two types of multi-player race:

Multi-player race: A field of 8 pilots compete against each other. Up to 8 human players can join the field, with any remaining places taken by computer controlled opponents.

Head to head: Human controlled craft race against each other in a blazing anti-gravity showdown.

Multi-player wipeout can be played via a serial link for 2 player games, or via a network for games of between 2 and 8 players. When playing the 2 player game via a serial link, the machines should be connected using a NULL modem cable.

2 Player Serial Link

Select the '**Multi-player**' option from the first game menu screen. You will be offered the choice of '**2 player serial link**' or '**Network**'. Use the **UP** and **DOWN** cursor arrow keys to highlight '**2 player serial link**' and then press the '**Return**' key to select it. The game will then wait for the other player to join. Once this has happened, one machine will be selected as master while the other will be the slave.

The master will choose the racing class and the track, followed by a team and a pilot. The slave will just choose a team and a pilot.

Each player should follow the on-screen instructions as they progress through the menus, all of which are described in the appropriate manual sections.

All other aspects of the game are described elsewhere in the manual.

Network

Select the '**Multi-player**' option from the first game menu screen. You will be offered the choice of '**2 player serial link**' or '**Network**'. Use the **UP** and **DOWN** cursor arrow keys to highlight '**Network**' and then press the '**Return**' key to select it.

You will be asked to '**Select number of players**' by using the **LEFT** and **RIGHT** cursor arrow keys to highlight the chosen number. You can then use the **DOWN** cursor arrow key to highlight '**Select Socket**' - this allows

more than one network game of wipEout to be played on a single network. Use the **LEFT** and **RIGHT** cursor arrow keys to select the required socket, then press the '**Return**' key.

The game will then wait for the other players to join. Once this has happened, one machine will be selected as master while the others will be slaves.

The master will choose the racing class and the track, followed by a team and a pilot. The slaves will just choose a team and a pilot.

Each player should follow the on-screen instructions as they progress through the menus, all of which are described in the appropriate manual sections.

All other aspects of the game are described elsewhere in the manual.

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Chris Meredith
& everyone at Psychosis

- 1 Data Track
- 2 Cairodrome 5:15
CoLD StORAGE
- 3 Cardinal Dancer 5:22
CoLD StORAGE
- 4 Cold Comfort 5:06
CoLD StORAGE
- 5 DOH-T 5:16
CoLD StORAGE
- 6 Messij 5:17
CoLD StORAGE
- 7 Operatique 5:19
CoLD StORAGE
- 8 Tentative 5:26
CoLD StORAGE
- 9 Trancevaal 5:08
CoLD StORAGE

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WEAPONS
SIVE THROUGH 8IGHT

BALLISTIC RACING

0.20
NUMBER

