

WIPEOUT

Design Document
Work in Progress

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All information is subject to change

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WIPEOUT

The future of racing

Concept

2052 AD, across a series of racing tracks, *WIPEOUT* is the spirited clash between pilots of the F3600 Anti-Gravity racing league.

Genre

WIPEOUT is a two player, futuristic racing game for the next generation of console hardware. It has been designed to be an ultra-fast, high octane, adrenaline rush, combat/race simulator, utilising both the graphical and audio enhancements offered by the forthcoming platforms.

This project is an attempt to surpass the likes of *Daytona USA*, *Ridge Racer* and *Need for Speed*, whilst retaining the gameplay features of *Stunt Car Racer*, *Mario Karts* and *Formula One Grand Prix*.

Scenario

WIPEOUT consists of three racing classes, the *VECTOR*, *VENOM* and *RAPIER* classes. Both the Vector and Venom classes are held on Earth and comprise of ten increasingly difficult tracks set in futuristic locations across the world. The Rapier class is held across five hidden tracks and take the pilots across some of the most treacherous track designs ever conceived. Only the elite will make the grade for the challenge of the Rapier class.

A Brief History of the Anti Gravity technology

- 2018 AD *The major governments of Earth finally confess to the existence of so-called "UFO's", explaining that the technological origins associated with 'Anti Gravity Machines', lie firmly within the terrestrial boundaries of warfare developments - many are still sceptical.*
- 2024 AD *Tests are carried out for preliminary research into the possibility of Anti-Gravity mass transportation systems. Test results are disappointing and the governments' conclusions are "that it would not be cost effective". The general publics' suspicions are aroused as fuel taxes are increased shortly after the announcement. Many scientific communities around the world secretly continue research in the hope of solving the problems of efficiency and reliability. These groups of scientists become known as the AG community, although the authorities are unaware of the scale of the research.*
- 2034 AD *US Government are informed of the world wide research continuing out of public funds and decide to crush the AG community through adverse media pressure. Simultaneously, the worlds major governments of the world cause massive public outcry as details of the public funding "wasted" on these research projects breaks as front page news. The AG community is exposed as fraudsters and white collar criminals. Pressure is on the US government in particular, to clamp down on this scandal.*
- 2035 AD *The AG community , under enormous legal pressure, nervously call the worlds' press to Nevada for the unveiling of the first test flight of the efficient and reliable AG driven vehicle, the Nx1000. The flight was an overwhelming success and public interest is swayed by the media away from recent underhand events. US government try to claim credit for this remarkable achievement but publicity is centred on top AG developers who explain publicly, the world-wide underground connections that have allowed this project to be completed. US government suffer a public embarrassment and many members of congress step down. Fuel prices start a slow decline, initially regarded as a danger to the world economy and Middle Eastern ability to "play ball".*
- 2038 AD *World wide ecological and economical optimism relieves tension between the Western world and the Middle East which has been mounting since the discovery that the Middle Eastern oil supplies would run out 154 years prior to predictions made in the late 1990's. AG is*

regarded by many as the saviour of all life on the planet Earth.

- 2044 AD. Final engineering problems solved and AG enters mass production and revolutionises terrestrial transport. Smaller variants of the AGV 6000 are introduced to the car industry and eventually the motor sport fraternity.*
- 2047 AD F3600 Racing league is set up and is now regarded as the fastest growing sport ever. Many countries apply to the F3600 Commission to stage one of the Championship races.*
- 2050 AD The first ever F3600 Championship is held and the sporting world watches as this relatively new sport gains world wide audiences that surpass the Olympics.*

Internal Game Restructuring

Due to the suggested development deadlines it has become necessary for WIPEOUT to under-go some internal structure changes.

- Instead of the full 36 fairly short tracks, there will now be 15 slightly longer tracks with the difficulty of each track increasing more dramatically than before.
- These fifteen tracks are split into three groups of five. They will get progressively more challenging and the complexity of the tracks (weapons usage, multiple routes etc.) will also increase.
- Each race will still be five laps of the current circuit.
- As in the original document, the tracks should follow themes. The order of these themes should be Track 1 - Industrial, Track 2 - Aquatic, Track 3 - Desert, Track 4 - Vegetation and Track 5 - Martian. Sticking to this order will help me to influence the styles, designs and complexity of the tracks whilst providing the player with the knowledge that the next track will definitely be in the theme of what he or she expects and hopefully dreads playing.
- The points system will be - 9 points for 1st place, 6 points for 2nd place and 3 points for 3rd place. Fourth place will no longer score any points. This should make the game considerably harder, but this is in line with the reduction in the number of tracks. A draw after five tracks will still select a random track (DPA should select the one that the player performed worst on) for a head to head battle between the drawn players only. This will allow for intensive Enemy vessel DPA interaction.
- There will still be the original three classes of racing, Vector, Venom and the hidden Rapier class, but the increase in the DPA difficulty levels will be far more apparent.

NB. This is to be reviewed later in development of this product to ensure the difficulty levels aren't so different as to frustrate the player and stop them wanting to play further into the game.

Racing Team Details

There are to be eight contenders on the track at the start of the race. These eight are made up of two pilots from four different teams. These teams configure their vehicles in different ways, giving the player a choice of 4 vehicle configurations to suit their own driving abilities. The reason why there are two identically handling ships per team is for the two-player serial link option, so that both players can take their favourite craft.

The attributes that make the differences between the vehicles will be balanced acceleration, turning circle, top speed and armour.

Manufacturers Details

	<i>Manufacturer</i>	<i>Country of Origin</i>	<i>Engine Spec.§</i>	<i>Pilot</i>
1	AG Systems	USA	1200x2-RHT	Male Male
2	Auricom Research	Japan	1200x2-RHT	Female Female
3	Qirex	Russia	1700x1-SRHT	Male Female
4	FEISAR*	European Consortium	1400x2-SRHT	Female Male

*Federal European Industrial Science and Research

§BHP - NO. of ENG - Reheat/SuperReheat

Balance of Craft Statistics

<i>TEAM</i>	<i>ACCEL</i>	<i>TOP SPEED</i>	<i>MASS</i>	<i>TURNING CIRCLE</i>
AG Systems	☆☆☆☆☆	☆☆☆	☆☆☆	☆☆☆☆
Auricom	☆☆☆	☆☆☆☆	☆☆☆☆	☆☆☆
Qirex Ind.	☆☆	☆☆☆☆☆	☆☆☆☆☆	☆☆
FEISAR	☆☆☆☆	☆☆	☆☆	☆☆☆☆☆

Pilot Character Designs

All the information regarding these characters are not finalised. If anyone wants to come up with further or better suggestions for any of the characters' categories or the characters themselves, please do - these are not strong enough in my opinion.

Team 1 - AG Systems

Character 1

Name: John Dekka
Sex: Male
Age: 38
Nationality: American
History: One of AG Systems finest test pilots.
Height: 6' 0"
Weight: 198 lbs
F3600 ID: DEK200.0.0.11
Appearance: White - Square jawed hero - Confident
Ship Colours: Yellow black and light green

Character 2

Name: Daniel Chang
Sex: Male
Age: 29
Nationality: Chinese
History: Defected communist test pilot.
Height: 5' 8"
Weight: 210 lbs
F3600 ID: CHAN210.0.3.4
Appearance: Chinese - Intense - compact - muscular
Team Colours: Yellow black and light-mid blue

Team 2 - Auricom Research

Character 3

Name: Arial Tetsuo
Sex: Female
Age: 22
Nationality: Japanese
History: Bitter rival and twin sister of 'Arial' Tetsuo of the Qirex racing team.
Height: 5' 3"
Weight: 93 lbs
F3600 ID: TETS304.3.1.8
Appearance: Oriental - Small - Cute
Team Colours: Blood Red and White

Character 4

Name: Anastasia Cherovoski
Sex: Female
Age: Unconfirmed
Nationality: Unconfirmed
History: Unconfirmed, but Kel Solaar, Lead Pilot of the Qirex Team knows her secret.

Height: 5' 11"
Weight: Unconfirmed
F3600 ID: CHER347.12.23.75
Appearance: White - Sexy - Slim
Team Colours: Navy Blue and White

Team 3 - Qirex Industries

Character 5

Name: Kel Solaar
Sex: Male
Age: 40
Nationality: Russian
History: Expert in high speed flight and all weapons systems -
Long term, 'mysterisous' rivalry with Anastasia Cherovoski
of the Auricom Team.
Height: 6' 4"
Weight: 275 lbs
F3600 ID: SOLA423.12.1.1
Appearance: White - Beard - Smug
Team Colours: Green, White and Black

Character 6

Name: Arian Tetsuo
Sex: Female
Age: 22
Nationality: Japanese
History: Bitter rival, under dog and twin sister of 'Arial' Tetsuo of
the Auricom racing team.
Height: 5' 3"
Weight: 95 lbs
F3600 ID: TETS303.2.0.7
Appearance: As twin Sister
Team Colours: Orange, White and Black

Team 4 - FEISAR

Character 7

Name: Sophia de la Renté
Alias: 'Sophie'
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: 99 lbs
F3600 ID: RENT102.6.9.10
Appearance: Dark - moody - sexy
Team Colours: Maroon, Yellow and Navy Blue

Character 8

Name:	Paul Jackson
Sex:	Male
Age:	36
Nationality:	English
History:	Unconfirmed
Height:	5' 9"
Weight:	205 lbs
F3600 ID:	JACK234.32.32.0
Appearance:	Black
Team Colours:	Maroon, White and Navy Blue

Ship and Team Technical Data

<i>AG Systems</i>	Standard Craft as modelled already, mid-size twin engines but with short fins.
<i>Manufacturer</i>	AG Systems International
<i>Design Model</i>	3240ii SRX
<i>Engine Config</i>	2x1200bhp - reheat
<i>Engine Model</i>	Falcon4 MkII
<i>Stabilising Surfaces</i>	Pro-Am PB90
<i>Braking system</i>	Pirhana2 - S.R.B.S. (Speed Responsive Braking System)
<i>Weapons Control</i>	AG Systems UK
<i>Auricom Research</i>	Triangular small engine configuration, with stabilised fins.
<i>Manufacturer</i>	Auricom Research Industries
<i>Design Model</i>	A.R.2700 Model B
<i>Engine Config</i>	3x660bhp - reheat
<i>Engine Model</i>	Syrus 660 MkIV
<i>Stabilising Surfaces</i>	Pro-Am SR640
<i>Braking system</i>	Pirhana4 - P.R.B.S. (Power Responsive Braking System)
<i>Weapons Control</i>	Xevious 4 Control Systems
<i>Qirex</i>	Huge, single, centrally mounted engine with standard fins.
<i>Manufacturer</i>	Qirex International
<i>Design Model</i>	Quantax Design Model 4
<i>Engine Config</i>	1x1700bhp-super-reheat
<i>Engine Model</i>	1700 PowerStation4
<i>Stabilising Surfaces</i>	Pro-Am PB90
<i>Braking system</i>	Airflow400 - P.A.B.S. (Power Assisted Braking System)
<i>Weapons Control</i>	Krakken1 Weapons Deployment System
<i>FEISAR</i>	Twin, side mounted Mid-Size engines with enhanced Quad fins.
<i>Manufacturer</i>	FEISAR
<i>Design Model</i>	LS-5600MkIV
<i>Engine Config</i>	2x1400 - super-reheat
<i>Engine Model</i>	Syrus 2800MkII
<i>Stabilising Surfaces</i>	Pro-Am SR320
<i>Braking system</i>	Airflow220 - S.R.B.S. (Speed Responsive Braking System)
<i>Weapons Control</i>	FEISAR4 Armacall Computer

Weapons System and Structuring

The weapons system will be very simply structured and easy to learn, but it will be up to the player to learn both the best methods and the best times to use each weapons to gain the maximum advantage.

Strategically placed around each track, there will be special sections of the track called "Weapons Grids". These grids will automatically activate a weapon when the player flies over them (all the weapons are pre-loaded onto the vehicle before the race). The grids themselves have a Video screen on a metal arm above them which has an Icon on it depicting the currently available weapon. Each time the player crosses the Weapons Grid the icon will cycle like a fruit machine and settle on a particular weapon. This cycling takes time which means, if you're following an enemy who has just been through a Grid you will have no idea which weapon you are about to get. The player can only activate one weapon at a time but if the player is approaching a grid and has a weapon already activated, they can dump the weapon in favour of the approaching weapon. This dumping is mainly a gaming technique, it is basically just a regular activation of the weapon with no intent.

The DPA will be controlling the weapons selection invisibly so that if a player is winning by a huge margin the better weapons , missiles, rockets, mines etc. won't be chosen for the grids and therefore the computer opponents should be able to keep up a challenge using further DPA on speed adjustment.

Weapons and Power-ups

Shield

Stops enemy missile weapons having the slowing down effect by absorbing the impact, but they can only take one impact and will also run out after a short time. Connecting with walls will continue having a slowing down effect but this effect may be reduced.

Graphical Effect: On Internal view give the whole screen a subtle, fast pulsing blue glow that flashes when it's about to expire. On External view give the same effect to the ship only.

RevCon

Reverses the other players controls (L=R, R=L) temporarily. (Two Player Only)

Graphical Effect:

Turbo

Speeds the craft up very quickly for a short period but leaves the player at the accelerated speed until some sort of contact is made either with an opponent or the track wall - especially useful for finishing straights. Forces gravity to have no effect even on an incline.

Graphical Effect: The engine flares protruding from the back of the craft should extend and include the "shock waves" seen from a jet engine.

Mines

These will slow the player down 10 percent for each one hit. They are released in batches of five and spin just above the surface of the track slowly gliding left and right. They last for only 5-10 seconds each, before exploding automatically. If left in mid-air after a jump, they will simply drop onto the ground and explode. Will connect and defend against missiles and rockets as well.

Graphical Effect: The 3D mine sits in the track gliding slowly left and right with a glow from a flashing white light on the top.

ShockWave

Makes the affected crafts handling very awkward for an undecided period of time and will make the engine splutter randomly.

Graphical Effect: a jumble of short random vector lines in a strong blue/purple to white palette with a transparent blue/purple circle behind it looking like a glowing ball, slightly bigger than the mines.

Rockets

Fires only in a straight line from the front of the players vessel and will cause the opponent to slowdown to about ten percent of the current speed when contact is made. Tricky to aim. The resulting explosion attained by missing the opponent and hitting the side of the track does also have the effect of leaving a plume of smoke which can impede visibility and make the engines stall for a short while.

Graphical Effect: As is.

Missiles

Like the aforementioned rockets but with heat seeking capability. The more agile craft can dodge these if the timing is correct but this timing will have to be learnt through extensive playing.

Graphical Effect: As is.

ECM pod

This de-activates all the weapons grids around the circuit, makes all the enemy craft half their speed (switching "Off" acceleration) and the weapons systems on the opponents crafts, until the start line has been crossed by the player. Saving this for the last lap could easily win the race. The chance of the player being given this weapon or the weapons grid settling on this, should be very slim, about a 1/50 chance, and this will make this weapon a bit special. NPC never get awarded this weapon.

Graphical Effect: Switch off all enemy engine flares so it looks as if they are cruising. Switch all the weapons grids monitors to the pilots logo who activated the ECM. (Two Player Only)

Graphical Effect to Be decided.

The Non-Player Characters will also use the weapons grids in a similar fashion to the human players including the rules of carrying one weapon only.

Special Effects

Weather Conditions

Rain, fog, heat haze, clouds, sand storms and starry night skies should all feature in WIPEOUT, using a number of the hardware's special features. The varying conditions will affect the controls of the craft slightly, but not enough that the player can't learn how to deal with them after a short amount of time.

Special Effects

- Engine Flare.
- Sparks on collisions.
- Particle generated debris.
- Animated vehicles including air brakes, rudder control, expanding and contracting engine nozzles and opening and closing cockpits.
- 3D Pro-logic sound effects.
- Screen shaking on collision and heavy landings.
- Interior view lighting changes upon entering tunnels or darker areas.
- Subtle palette modifications from day time to evening to night.

Audio Requirements

Audio Configuration

The audio configuration should offer the player the opportunity to select volume levels for both music and sound effects. They should default to three-quarter volume so that the player still has room to turn either of them up. There should be an option for the player to listen to any of the CD-DA tracks provided with the game, but whilst in play the program will automatically cycle through the tracks or the player can choose to have a random track played. All the sound effects should be clear and well thought out. Having the correct sound effect can make all the difference. Currently negotiations are under way to get the popular dance band "The Prodigy" to do the music for WIPEOUT. The Prodigy, or a similar style of dance music, has been widely accepted as the best and most fitting music for this type of game and in my view the demonstration video proves this point.

Sound Effects List.

(Tim, Mike or whoever, please accept my unreserved apologies for some of the most ambiguous sound descriptions in this document, if I knew how to phrase them with technical information I would.)

From Boot-up

- Team Logo with sampled sound effect.
- Sony/Psygnosis Logo with sampled sound effect.
- Intro sequence (confirm with Lee C-W).
- Title Page with main logo, "WIPEOUT!!!" sample, then straight into CD-DA music track.
- Short, sharp and simple sound effect for menu selection. ie. when player moves around the options page, each movement has a sound.
- When the player is selecting a particular option a "positive" selection sound should be heard.
- The player is also able to enter sub menus and return to the main menu. This returning from a sub menu should carry a "negative" sound effect.
- When player selects "Start" the usual "positive" sound effect should be replaced with an echoing "WIPEOUT!!!"
- Cheering crowds at all Stadiums
- "3...2...1....GO!!!" sample is required but in a more computer-like voice with some special flanging effects.

- Immediately after "GO!!!" the music should quickly fade up at the desired starting point (could be anywhere in the track selected due to long intro in dance music).
- There should be a variety of wall collision samples.

One for a full-on solid hit, with a just hint of "heavy-metallic-clang" and echo. Like hitting the side of an Iron bridge with a lump of concrete, sort of thing.

One for a glancing collision, with a sort of scrape-and-spark-metallic collisions with less bass and only a slight echo on what bass there is.

And finally, one for a medium collision with something in-between these two.

- The Engine sounds.....hummm? Not really sure how to describe the sound that I want but, let's say something along the lines of an Falcon F16 (with re-heat on), crossed with some sort of deep, rasping, rolling, bass sound, with the very high pitched, but quietly subtle, shriek of the air in-takes.
- Engine stall for premature start - a sort of clunk-power down.
- When the player passes over a Speed-up grid there will be a sound player that should be some sort of electronic "Power-Up" sound, followed shortly by the excessive acceleration of the engine sounds.
- Weapons Grids will activate different weapons on the craft. These will have different sort of "Power-Up" sound followed by speech saying what weapon has been activated. The weapons are as follows: -
 - Mines, Rockets, Missiles, Shields, NegMag, Turbo, Flares, Shockwave and ECM.
- Each of these "weapons" will also need a sound effect for activation. The ones that are restricted to a time limit will be ECM and Electrabolt so these will need some sort of audio and visual indication of an expiry time.
- All of the "firing" weapons will need a common explosion sound effect which will be dependant on distance. Rockets and Missiles should also have an effect for missing the enemy ship and hitting the track wall. This might be made up from the the Ship-Wall collision sound effect and the Explosion Sound effect with distance control on the volume of both.
- There will be a starter droid which will fly into the top of the playing area with the starting-grid lights (the "Christmas Tree" in Drag racing). The droid will need a sound effect and the lights will need a sound effect, although this might be able to be blended with the "3...2...1...GO!!!" sample. Your advice please.
- There will be a Referee Droid. This droid will inform the player that they are travelling the wrong way around the track. This could possibly use the

same droid sample with the added sample of a short-sharp warning hooter/siren.

- There will also be a Track Manager Droid. This only comes into use when the player has taken a jump and is quite obviously going to miss the landing area. The droid will appear at the top of the screen and using a tractor beam will take control of the players craft and place them on the next track segment. There will need to be a tractor beam sound effect to compliment the droid sound.
- Air brakes emerging and retracting, very fast, piston-like droid sound.

IN GAME SAMPLED SPEECH.

- Speech will be required for the acquisition of all of the weapons:

Shield

AntiMag

Turbo

Flares

Shockwave

Mines

Rockets

Missiles

ECM

- "Watch your tail!" (Missile Launch Warning)
- "Waaaawhoooo!!" when maximum speed is achieved (only possible with speed ups).
- "Game Over" after third warning.
- "Congratulations" (in conjunction with first, second and third place speech)
- "First Place"
- "Second Place "
- "Third Place"
- "Come on, you can do better than that!" first warning.
- "Get OUT there and *WIN* goddamit!" second warning

- "Man, You're a Natural Born Loser!" third warning followed by "Game Over"
- "Fantastic!!" When the player wins three races in a row.
- "What a finish!" When the difference between players finishing time and next opponents time is less than a second. Between First, Second and Thrid places only.
- "3...2...1....GO!!!!"
- "5 laps to go!"
- "4 laps to go!"
- "3 laps to go!"
- "2 laps to go!"
- "Last lap, come on!!, lets go!"

MISC. INFORMATION

Memory card Information

The memory card should store the best lap times, the best complete race times for each track, the current status of the cups won per track and the pilot that holds each record.

Pad Configuration

The Joypad may be re-configured to suit the player, but the defaults should be as intuitive as possible. The top four buttons will offer left or right air-brakes for tight turns and rudder control for small adjustments on straights with the added feature of pressing all four down for two seconds when damage is critical will activate the ejection mechanism. The left side of the controller will control the pitch, yaw and roll of the craft and the right side of the pad will include accelerator, activate or fire weapon.

Intuitive selection	Standard Pad	NeGcon
Acceleration	X	I
Air Brakes	L2 & R2	L & R
Deploy current weapon	a	A
Change view	Δ	B
Pause	Start	Start

Wipeout Gaming Structure

One Player Championship SUGGESTION 1

Player selects START NEW CHAMPIONSHIP and is immediately taken to track 1. The player can qualify for the next track by finishing in the top three places. The player scores three points for a third place, six points for a second place and nine points for a first place. At the end of all the tracks, the points are added up and the leader of the points table is the winner.

For this method to work the computer must select a main challenger for all the races before the start of the first race. This is to ensure that the points aren't too spread out and therefore at the end of the championship, one of the computer players is close in terms of points. This challenger pilot may change each time the player selects START NEW CHAMPIONSHIP.

One Player Championship SUGGESTION 2

The player must complete the tracks in first place to advance to the next. The idea of the championship is to get a better overall "Championship Completion" time. Once the player has completed all the circuits they may go back and play any of them in a practice mode. If an attempt on the Championship record is to be made the player must select "START NEW CHAMPIONSHIP" from the option page and play through them all again.

WINNING A RACE WILL GIVE THE PLAYER ALL THREE LIVES BACK.

The player must be able to save game ONLY after winning a race.

The lives will therefore stay as they are with an extra life awarded if the player wins three tracks consecutively.

One Player Time Trials

Only successfully completed tracks from the championship can be raced on time trial. The tracks will be different in layout terms with the positioning of speed ups and the removal of all weapons grids.

Two Player Head to Head Mode 1

Free choice of tracks, 2 players head to head with all the enemy ships on aswell although the enemy ships may need to be more docile. One point for a win, none for a lose. At the end of each race, points scored by each player are displayed with the pilot logo currently being used. i.e. used in the last race.

Two Player Head to Head Mode 2

Two player Head to Head will be a point scoring game where the two players race around the circuit with the other six ships blocking them (using weapons only if either of the players are in the top three positions). The scoring system is, 0 points for both players crossing the line in third place or less, 1 point for a lose (other player in first place, you in third place or less), two points for a lose in second place and three points for a win. Regardless of the points scored, both of the players are taken to the next circuit. At the end of all six tracks the player with the most points wins. Once the players have selected their pilots the game starts - i.e. No track selection.

Two Player Head to Head Mode 3

Two Players only on the track. Players may select any track that they want to play and score one point for a win. This may continue until the players have had enough.

The player may change teams after any race and the scores for each team are kept. i.e.

	AG SYSTEMS	AURICOM	QIREX	FEISAR
PLAYER 1	3	2	0	0
PLAYER 2	2	2	1	1

WINS FOR PLAYER 1 : 5

WINS FOR PLAYER 2 : 6

Two Player Time Trials

Same as one player time trial but each player has their own speed-ups, say, red for player 1, blue for player 2. These will be placed in equal amounts around the circuit switching the advantage of the inside line on each bend.

WIPEOUT DPA CONTROL

DPA variables

There are a number of variables which should be used for ensuring closer racing and healthy two player competition.

1. The speed of each of the vehicles in relation to the player.
2. Balance of Weapons Allocation dependant on the players position.
3. Distance between players and computer opponents.
4. The power of Speed Up grids dependant on distance between players.

Two Player Championship Required.

WiPe OuT - Control Documentation

for Stu the fussy bastard.

Heading, Pitch and Roll

The player should be, in the main, concentrating on their heading and track positioning. The pitch of the craft should be automatically flowing with the track, point up and down hills smoothly. The manual pitching of the craft ('pulling back' or down on the joystick) can be used for exceptionally long hi-speed jumps, cushioning landings and pulling around very tight corners. The ship's speed is slowly bled off the longer this is held. The roll of the craft should be limited to about 80 degrees left or right but the ship must be able to go between these extremes fairly quickly. The turn maximum turn rate is constant at any speed (apart from very slow where rotation is slower).

The effect of the walls

The walls, strangely enough, act like...well...walls. They have no forces pushing you into the centre and they slow the ship down upon collision.

Turning with Airbrakes

Airbrakes can be used on the L2 and R2 buttons. These will induce a "skidding" effect by rotating the craft sharply in either direction but the weight of the craft will make it continue in it's current direction for a short while until the direction and power of the new 'thrust direction' take over, which should not take too long. Inertia sort of thing.

Free Fall

On some of the big jumps, the ship will slowly lose it's forward momentum once in the air. The longer the jump, the more forward speed is lost. As the speed is lost the nose of the ship drops in proportion. If the player is holding down on the joystick the speed is bled quicker but the drop rate of the nose is slower.

Collisions with walls

Collisions with walls will not change the direction of the vehicle but angle of collision will affect how much speed is lost and how far into the centre of the track you are pushed. Slight glance = Small speed lost, large positioning movement, Head on = Large speed loss, small lateral movement.

WIPEOUT - Game Completion messages

All text in white - any text in uppercase to be RED.

1. Upon finishing Venom Class (no FIRESTAR)

WELL DONE

***Venom Class competence achieved.
You have now qualified
for the ultra-fast***

RAPIER CLASS

We recommend you

SAVE

your current game

2. Upon finishing Rapier Class (no FIRESTAR)

CONGRATULATIONS

***RAPIER CLASS competence achieved
You now have access to the FULL
VENOM AND RAPIER
championships with
the newly constructed circuit***

FIRESTAR

We recommend you

SAVE

your current game

GOOD LUCK

3. Upon finishing Venom Class (with FIRESTAR)

AMAZING

You have completed the full

VENOM CLASS

championship

Well Done!! You are a great pilot

Now take on the full

RAPIER CLASS

championship

KEEP GOING

4. Upon completing Rapier Class (with FIRESTAR)

AWESOME

You have beaten

WIPEOUT

You are a truly AMAZING pilot

CONGRATULATIONS!

*Not everyone will make it this far
You are one of the few*

We hope you have enjoyed playing

WIPEOUT

as much as we enjoyed making it

A BIG THANKS

from all of us on the team

Look out for

WIPEOUT 2

coming soon

WipeOut - 3D models required for menu pages

Team Logos

AG Systems
Auricom
Qirex
FEISAR

Pilot Logos

John Dekka
Daniel Chang
Arial Tetsuo
Annastasia Cherovoski
Kel Solaar
Arian Tetsuo
Sophia De La Rente
Leroy Jackson

Race Class Logos

F3600 logo in silver
F3600 logo in gold

Race Type Logos

Championship Logo
Time Trial
Head to Head

Track Selection

6 track outlines (2D)

Audio options

Pair of Head phones
Musical Note or Treble Clef
Compact Disc
Explosion

Load / Save options

Memory card with load written on it
Memory card with save written on it

Joypad Config

Standard Pad model
NegCon model

MUSIC FOR WIPEOUT

The Prodigy - The Prodigy Experience

Track 2 - Music Reach

XL RECORDINGS
17-19 Alma Road,
London
SW18 1AA

Tel :0181- 870 - 7511
Fax :0181 - 871 - 4178

The Prodigy - Music for the Jilted Generation.

Track 5 - Voodoo People

Track 8 - Posion

Track 9 - No good

XL RECORDINGS
17-19 Alma Road,
London
SW18 1AA

Tel :0181- 870 - 7511
Fax :0181 - 871 - 4178

XL Recordings - The Fourth Chapter (Compliation)

Track 8 - Sourmash - Pilgrimage to Paradise

XL RECORDINGS
17-19 Alma Road,
London
SW18 1AA

Tel :0181- 870 - 7511
Fax :0181 - 871 - 4178

Resistance D - Inexhaustability

Track 5 - Skyline (Eternal Basement Remix)

(via Eye Q records)

Harthouse

Strahlenberger STR. 125 A

63067 OFFENBACH A.M.

GERMANY

Tel : 49-69-629740-0

Fax : 49-69-829740-11

Harthouse - Compilation Chapter 3 - "Axis of Vision"

Track 5 - Discover Your Innerself - Arpeggiators

Track 8 - D51F2 - Jiri Ceiver

(via Eye Q records)

Harthouse

Strahlenberger STR. 125 A

63067 OFFENBACH A.M.

GERMANY

Tel : 49-69-629740-0

Fax : 49-69-829740-11

Harthouse - Compilation Chapter 1 - "The Point of No Return"

Track 8 - It's so simple to do - Pulsation

(via Eye Q records)

Harthouse

Strahlenberger STR. 125 A

63067 OFFENBACH A.M.

GERMANY

Tel : 49-69-629740-0

Fax : 49-69-829740-11

Carl Cox - F.A.C.T. (Compilation)

Disk 1 Track 9 - The Pump Panel - Ego Acid
Disk 2 Track 1 - Cygnus X - The Orange Theme
Disk 2 Track 2 - Thomas Heckman - Amphetamine

Distributed by SRD
Published by MMR Music Publishing
React Music Ltd
138b West Hill,
Putney,
London
SW15 2UE

Wipeout - Playing Tips

Controlling your craft

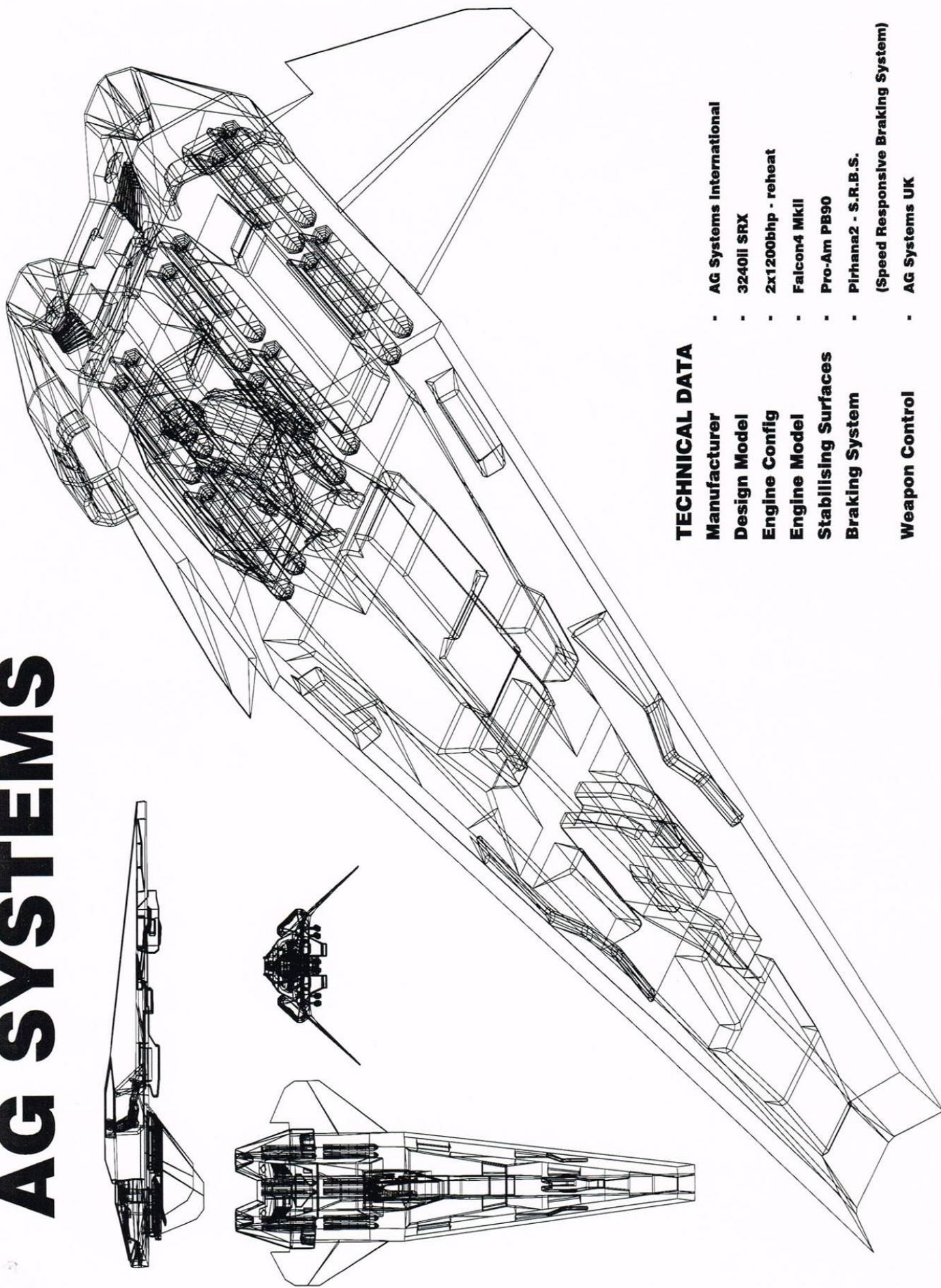
- The easiest, but slowest craft to control are the two FEISAR ships, pilots being Sophia De La Rente and Paul Jackson. The beginners ships.
- The hardest team to master is the QIREX team. This does have the best top speed, but the turning circle is very poor (careful use of Airbrakes is essential)
- Rapier class (as opposed to Venom class) is almost twice as fast - so using airbrakes is essential on nearly all the circuits.
- Airbrakes are best used in small stabs whilst turning because they will bleed your speed off very quickly and invoke a longer sliding effect if you hold them down too long.
- When taking a jump, try to remain as central as possible. Wandering left or right in mid-air may cause you to drift out of the track area. Leaving the track area will activate the Rescue droid and this takes valuable time.

WEAPONS

- You can defend your ship by using Shields and Mines. Any incoming, missile or rocket will be absorbed by the shield and any missile or rocket that makes contact with a mine will be destroyed.
- Rockets are one of the hardest weapons to use and take a lot of practice. Aiming just ahead of the target (bearing in mind the angle of a corner you are approaching or are currently taking) should give you a better chance of hitting them.
- Turbos can be used in almost any place, but most of the circuits have one or two places where they are particularly useful. Travelling uphill will slow your craft down and is therefore a disadvantage, so Turbos are also well used if you have a collision on a steep uphill section. But some jumps have a maximum height on them, like the one between the cooling towers on Korodera, and breaking this limit will trigger the rescue droid. So don't activate the Turbo on this one.
- All the forward firing weapons will "terrain-hug" the track to a certain degree but at top speeds some changes in the track terrain (angle of pitch) will be too steep and the projectile will explode on the track surface. Use carefully there is a right time and a wrong time.
- If an enemy is within visual range and you currently have a missile activated but it hasn't locked on, sometimes, depending on the distance, firing the missile will still hunt the enemy down. Terrain and distance are the two main contributors for a missile losing a target.

- After shooting an opponent (that is ahead of you) they will stop abruptly, so as you are about to fire, try to get to the other side of the track - this should stop you ramming the back of the effected vehicle.
- The enemy craft will try to block you, but it does take time for them to react so as you approach them from behind try to switch sides as you perform the overtaking manouver, timing at high speed is all important.

AG SYSTEMS



TECHNICAL DATA

Manufacturer

- AG Systems International

Design Model

- 3240II SRX

Engine Config

- 2x1200bhp - reheated

Engine Model

- Falcon4 MkII

Stabilising Surfaces

- Pro-Am PB90

Braking System

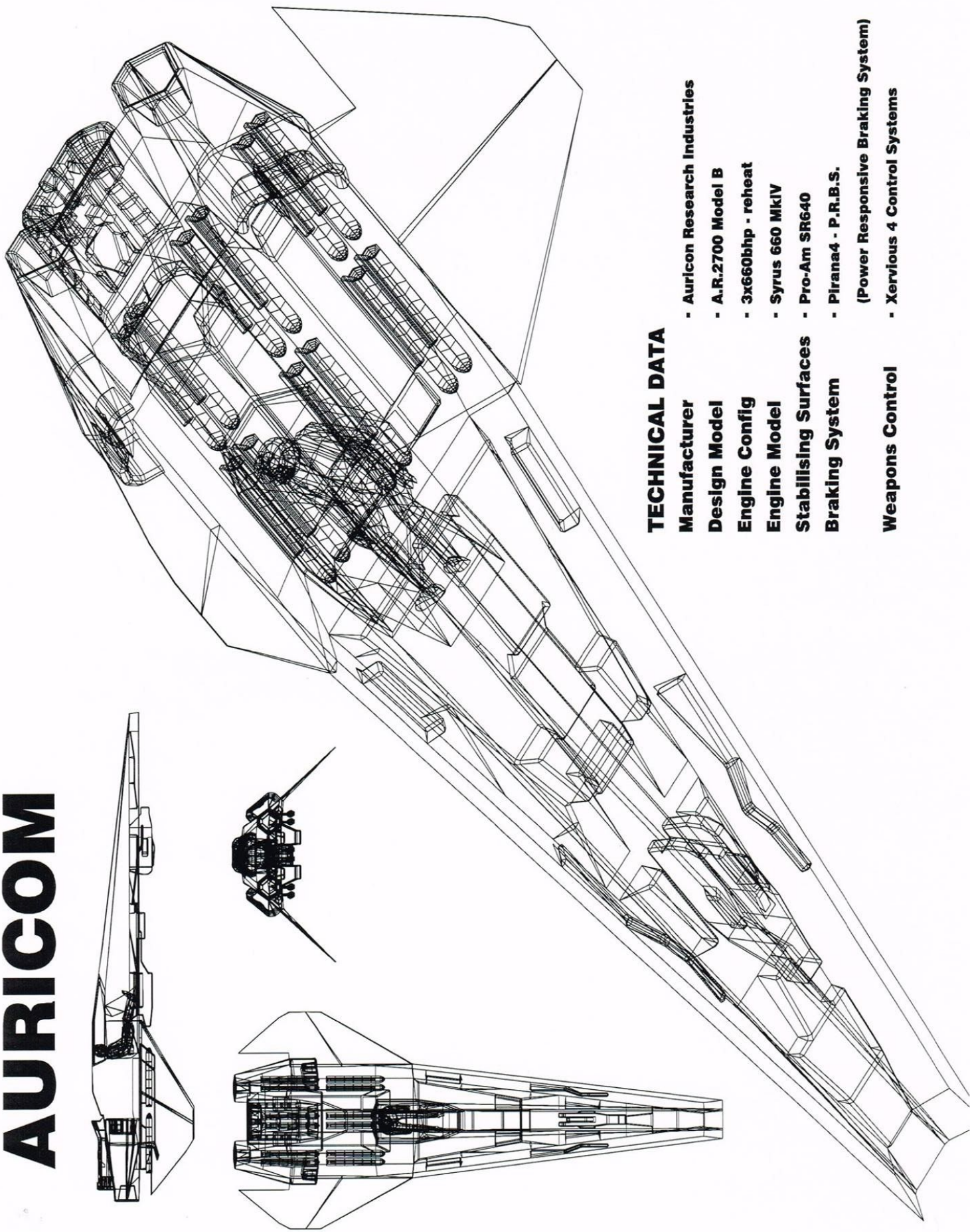
- Pirhana2 - S.R.B.S.

(Speed Responsive Braking System)

Weapon Control

- AG Systems UK

AURICOM



TECHNICAL DATA

Manufacturer

- Auricon Research Industries

Design Model

- A.R.2700 Model B

Engine Config

- 3x660bhp - reheat

Engine Model

- Syrus 660 MkIV

Stabilising Surfaces

- Pro-Am SR640

Braking System

- Pirana4 - P.R.B.S.

(Power Responsive Braking System)

Weapons Control

- Xervious 4 Control Systems

QIREX

TECHNICAL DATA

Manufacturer

- Qirex Industries

Design Model

- Quantax Design Model 4

Engine Config

- 1x1700bhp-super-reheat

Engine Model

- 1700 PowerStation4

Stabilising Surfaces

- Pro-Am PB90

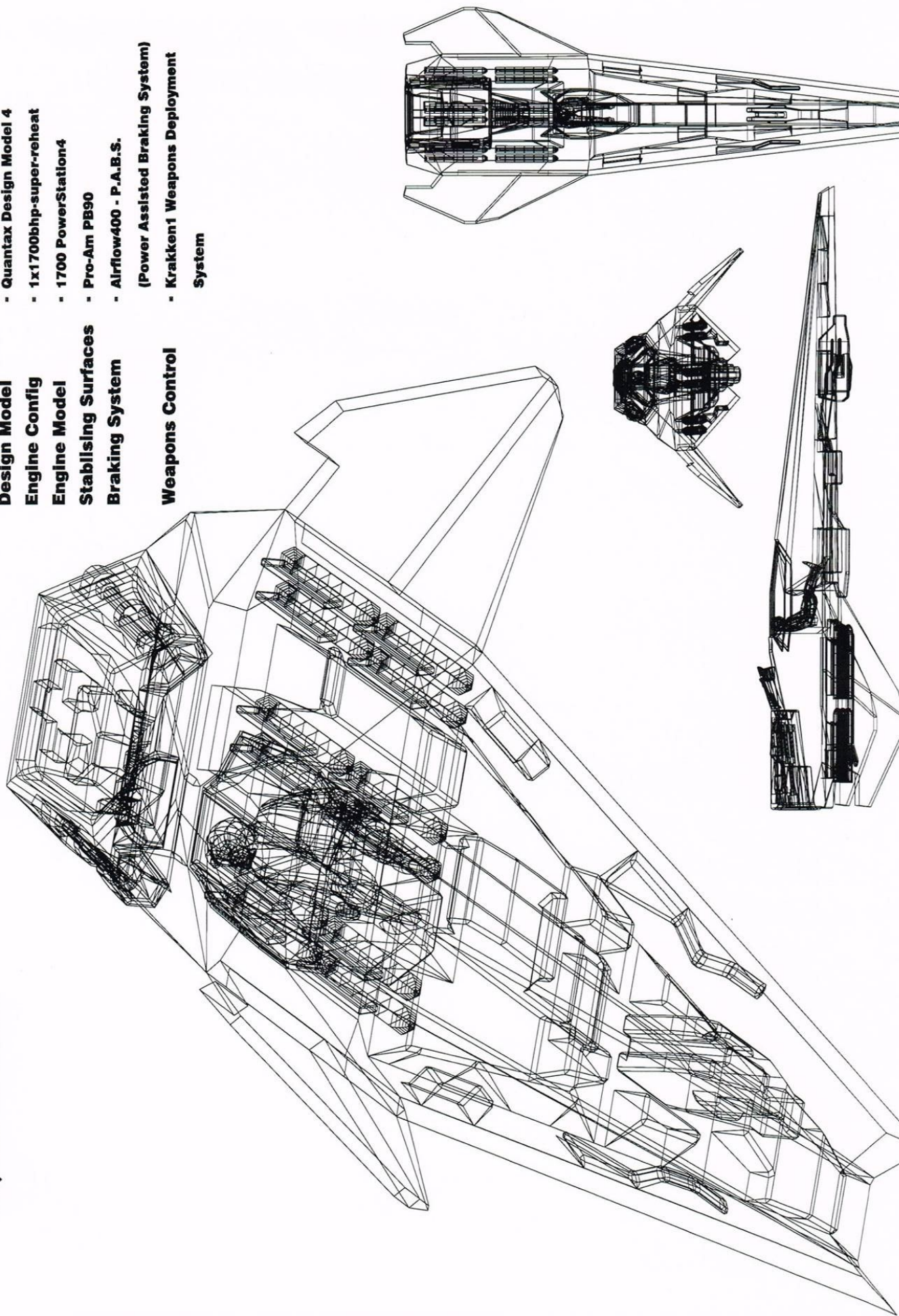
Braking System

- Airflow400 - P.A.B.S.

(Power Assisted Braking System)

Weapons Control

- Krakken1 Weapons Deployment System



FEISAR

TECHNICAL DATA

- Manufacturer** - FEISAR
- Design Model** - LS-5699MkIV
- Engine Config** - 2x1400-super-reheat
- Engine Model** - Syrus 2800MkII
- Stablising Surfaces** - Pro-Am SR320
- Braking System** - Airflow220 - S.R.B.S.
(Speed Responsive Braking System)
- Weapons Control** - Feisar4 Armacall Computer

