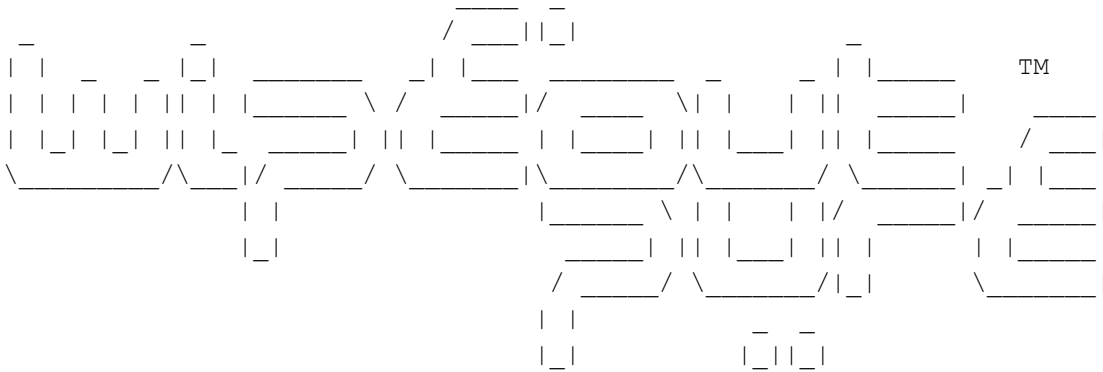


Wipeout Pure FAQ/Walkthrough

by Hellfire X

Updated to v1.07 on Jan 3, 2006



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\\-\\-//                               **VERSION HISTORY**                               \\-\\-//
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v1.07- 03.01.06 - Details for US Delta Pack 1, US Delta Pack 2, JP Classic Pack 3, JP Classic Pack 4, JP Coca-Cola Pack 5, JP Coca-Cola Pack 6 and EU Omega Pack added. Guides for Altima VII, Odessa Keys, Porto Kora and Vohl Square added. Analysis for the Klor, Turboweevel, Cardracer and Haironaut added. F-37 Talon craft listed. Corrected the record label for CoLD STorage in the Soundtrack section and added his website to the Links section. Time Trial tables added to circuit listings. Omega circuits will be analyzed in the next version.

v1.05- 17.10.05 - Details for US Classic Pack 3, EU Classic Packs 1 and 2, JP Classic Packs 1 and 2, GamesRadar Pack and Coca-Cola Pack 4 added. Analysis for the Icaras craft and Goteki45 craft added. Restructured the downloadable content section to section the packs into each region. Added release dates for current download packs. Messij, Operatique and Curves added to Soundtrack section. Added a medal count list to the

Unlockables section. Next update will contain track guides for the Classic 2 league.

- v1.02- 22.09.05 - Details for Coca-Cola Pack 3 added. Vaskei Mk.II renamed to Team Quantax following discussion with several others who are remarkably better at coming up with names and backstories than I am.
- v1.01- 18.09.05 - Autopilot description updated. Boot Up added to Soundtrack section. Details for EU Delta Pack added. Vaskei Mk.II added to the manufacturers section
- v1.0 - 07.09.05 - First complete version. Guides for Koltiwa and Khara Descent added. Zone guides for Mallavol, Coridon 12 and Syncopia added. Details for JP Delta Pack 2, US Classic Pack 2, EU Gamma Pack and Coca-Cola Pack 2 added. EU Delta Pack listed. Soundtrack section added. Branded craft incorrectly labeled as the NX1000, this has been changed to Vaskei. By the next update I should have acquired the European version, so another large chunk of the guide should be completed by then.
- v0.9 - 23.08.05 - Zone guide for Pro Tozo added. Details for Coca-Cola Pack 1 and Continue Pack added. Remaining Coca-Cola packs and Omega Packs listed. Corrected the requirements to unlock Livery mode. Racing techniques section relocated and completed. Search function added.
- v0.8 - 10.08.05 - Whew, having a job can really put back a guide's progress... Guides for Karbonis, Sagarmatha, Manor Top and Mandrashee added. Goteki45 stats added. Corrected the requirements to unlock the classic tracks. Added Unlockable Content section. Added strategy to deal with disruption bolt.
- v0.7 - 01.08.05 - Guides for Sebenco Peak, Anulpha Pass and Iridia added. Zone mode introduction added. Remaining tracks for Classic League 2 added. First public release.
- v0.6 - 31.07.05 - Added details for Classic Pack 1 US release. Guides for Citta Nuova, Sebenco Climb, Sol 2, Exostran Run, Ubermall and Staten Park added.
- v0.5 - 29.07.05 - Details for JP Delta Pack 1 added. Downloadable Content section added. Tracks section updated to include the Delta league. Guides for Blue Ridge and Sinucit added.
- v0.4 - 27.07.05 - WIRE05 content listed. Guides for Vineta K, Modesto Heights and Chenghou Project added. Introduction added. ASCII team logos added. NX1000 added.
- v0.3 - 26.07.05 - Game modes section complete. Info for Goteki45 and Icaras added. JP Delta Pack 1 tracks added, more info will be given when pack is released.
- v0.2 - 25.07.05 - Weapons section complete. Manufacturers section complete Header and several new sections added.
- v0.1 - 24.07.05 - Skeleton guide complete. Craft, tracks and weapons listed and to be filled in a later version. ASCII weapon symbols added.

My e-mail address is open if you have any comments to make on the guide, such as if anything is missing, if something could be more concise, etc. Useful comments please, any flames and you won't be mailing me again. Please don't mail me with any questions on the game if the answer can be found in the guide, it will be ignored. I have revealed all I know about the game here. If it's not in the guide, I can't help you. On the other hand, if you'd like me to explain something a little more clearly, or if I have missed something, then by all means mail me. If it's something important you'll get a mention in the credits. But above all, DO NOT SPAM MY INBOX. This includes advertising, chain letters and any other useless junk that gets sent. I've had to put up with a lot of this recently, so I'm going on a zero-tolerance policy now. ONE useless email and your address will be blocked. In the case of mass emails, all addresses involved will be blocked. To help avoid this, DO NOT ADD MY ADDRESS TO YOUR ADDRESS BOOK.

I would also like to add that this is a guide for Wipeout Pure, not a How-to-fiddle-with-the-game-to-be-used-for-something-completely-different guide. I will NOT answer any questions about the web browser. Any mail about the web browser will be treated as junk. You have been warned.

Finally, do not e-mail me asking for the download packs, where to find them, or when they will be released. The links to the official download sources are provided near the bottom of the guide. Sony uses the official sites to keep count of how many packs are being downloaded, and this is what they use to judge whether to make more. If you like using the packs, support their development and get them from the official sources. I have a good relationship with several members of the development team at Studio Liverpool and I will not risk that by illegally distributing the packs or providing alternative means of acquiring them. Requests will lead to your address being blocked.

[003]

The fall of Overtel following the allegations of race fixing in the F9000 league signalled the end of 120 years of AG racing. Several companies collapsed, while others went into other areas of research and some seemed to disappear entirely. However, AG racing did not entirely die out. A hardcore fan-base desperately tried to keep the sport alive by organising races on makeshift circuits in custom built and restored racers. 2185 would signal the beginning of the return. The Anti-Gravity Rebirth Festival, organised to commemorate the 150th anniversary of the first AG flight, provided huge popularity for amateur AG racing, and the Belmondo Foundation organised the FX150 amateur league. After ten successful years, the professionals were invited to compete once again and AG racing had truly returned, this time ran by those who respected the ideals of Pierre Belmondo. The FX300 is here. Welcome to Wipeout Pure.

The backstory to Pure sums up my feeling towards the predecessor more than adequately. Wipeout Fusion was missing so much of what made Wipeout the unique game it has always been that it truly felt like there was only one thing linking it to the rest of the series: its name. Wipeout Pure has resurrected

the series on the PSP. The handling, the weapons, the track design, it all once again feels like a Wipeout game. Studio Liverpool have done an incredible job with this game. Aside from the inherent thrilling speed and unique handling that Pure offers, the downloadable content will keep this game going for a long time to come. To read my full opinions on the game, see my review on GameFAQs.

It is worth noting here that I wrote this guide using the Japanese version of the game. Gameplay-wise, there is nothing to separate this version from the US and European versions. The download packs, however, may show some differences in release order or exclusivity, this will be noted where appropriate. I would like to make this guide cover all versions by the time it is complete.

[004]

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\\-\\-//                               **CONTROLS**                               \\-\\-//
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- D-pad/Nub left/right - Steers craft
- D-pad/Nub up/down - Tilts nose down/up
- Circle - Absorb weapon
- Cross - Thrust
- Square - Fire weapon
- Triangle - Look backwards
- L/R - Left/Right airbrakes
- Start - Pause game
- Select - Cycle viewpoints

NB: Wipeout veterans will notice that the absorb/fire buttons have been switched from previous games. It is highly recommended that you switch fire to circle and absorb to square if you have had any experience with previous Wipeout games.

Wipeout Pure has two airbrake settings, Single and Dual. The Dual setting is the default, and is shown above. The single airbrake setting assigns the R button to airbrakes and the L button to sideshift. The brake/shift is applied in the direction you are steering. Personally I find this very restrictive, and it is highly recommended you stick with Dual brakes. Veterans should always use Dual.

[005]

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\\-\\-//                               **GAME MODES**                               \\-\\-//
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\\// :SINGLE RACE: \\//
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Choose a speed class, choose a track, choose a ship and compete in a single race against seven opponents. First nets a gold, second silver, third bronze. Simple as that. It's worth noting here that races in Vector and Venom class consist of three laps, Flash and Rapier have four, and Phantom has five. This is applicable to all game modes except Zone.

\\// :TIME TRIAL: \\//
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Choose a class, track and ship and take on the clock. A specific time is set at the beginning of the race. If you complete the assigned number of laps in that time, you get a bronze. Beat it by three seconds and you get a silver. Beating it by six seconds gets you a gold. Each lap you are assigned a turbo power-up as well, use it wisely to improve your time.

\\// :TOURNAMENT: \\//
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Compete for points in a series of consecutive tracks. Ship choice is paramount here, as you'll be flying a combination of fast and technical tracks. The tournaments sort out the skilled from the rest. First nets you 8 points, second gets 6, third 5, fourth 4 and so on. Being eliminated gives you no points for that race. The six main tournaments, Alpha, Beta, Gamma, Delta, Classic and Classic 2 consist of the four tracks from the appropriate league back to back. The major tournaments, Ascension and Descension, are in the following order:

ASCENSION - Vineta K, Modesto Heights, Chenghou Project, Blue Ridge, Sinucit, Citta Nuova, Sebenco Climb, Sol 2

DESCENSION - Sol 2, Sebenco Peak, Sebenco Climb, Citta Nuova, Sinucit, Blue Ridge, Staten Park, Ubermall, Chenghou Project, Modesto Heights, Exostran Run, Vineta K

Whoever has the most points at the end wins gold, second gets silver, third gets bronze.

\\// :ZONE MODE: \\//
//\\=====//\\

The insanity from Wipeout Fusion returns. Zone mode puts you in the Zone ship, sticks the thrust up to full and lets you loose on one of four specially designed tracks. The object is simply to stay alive as long as you can while the craft gradually gets faster and faster. A real test of your control and the ideal way to practice your airbrake technique. Each track has certain zone requirements to be awarded medals.

\\// :FREE PLAY: \\//
//\\=====//\\

The mode for a casual stroll around the track. Free Play lets you do your own thing. Run as many laps as you wish with a turbo every lap just like time trial. This is the mode to practice your record lap times. It's also ideal to take a slow stroll around the course and really take in the surroundings. While your shield is depleted at the normal rate, it quickly regenerates and will never drop below 15%.

[006]

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\\-\\-// **RACING TECHNIQUES AND GAME MECHANICS** \\-\\-//
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\\// :BASIC RACING LINE: \\//  
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Learning the track is one thing, learning the racing line is completely different. If you know the track, you can direct your craft around it. If you know its racing line, you can get around it in a much faster time and with fewer crashes and collisions. A racing line is the line you need to take through a corner to allow you to take it in minimal time, and also to set you up for the next corner.

The best place to test our your racing lines is in Free Play mode. Once you have learned a circuit, you can practice exiting particular corners in order to set yourself up perfectly for the next. For example, the first corners at Chenghou Project are a long fairly shallow right immediately followed by a sharp left hairpin. Normally when taking a turn you would try to turn the craft as little as possible to maintain your speed, which would involve starting on the outside, moving over to the inside as you pass the apex, then moving back to the outside as you exit. If you do that with this first corner, you will end up on the left hand side coming into the hairpin and you'll have no way of entering it without crashing or slowing down dramatically. The racing line you need to take through these corners requires you to move over to the right upon exiting the first corner so you can actually take the second. Chicanes are another type of corner series that require knowledge of the racing line. You need to use the apex of each turn in the chicane as a sort of slalom marker, keeping the turns as straight as possible. Weaving over to the outside will slow you down somewhat. If the chicane is very shallow, it may be possible to see a straight line through without the need to turn. In this case, you can easily see the racing line and perfectly illustrates how you need to be able to take the sharper versions.

The effect of gravity on sloped sections of track can also have an effect on the racing line, but that will be explained later.

```
\\// :SHIELD ENERGY: \\//  
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Your shields are what will keep you alive on the AG circuit. The white bar below the red thrust indicator shows you the status of your shields. Any form of impact will drain shield energy. Hitting a wall or another opponent will produce a slight loss whereas a weapon impact will reduce it much further. Obviously craft with a higher shield stat will lose energy at a slower rate than those with lower stats. When your shield energy is reduced to 15%, your computer will say "Energy critical" and your energy bar will begin flashing red. This is an indicator to absorb some weapons quickly. A warning beep will also inform you of your shield's low status. Get reduced to 5% and the beeping will become quicker. Once your shields are reduced to 0%, one more hit will destroy your craft.

```
\\// :ABSORBING WEAPONS: \\//  
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The pit lanes from previous Wipeout games have been removed in favour of a much more active way of recharging your shield energy. When you receive a weapon, you can choose to fire it or discard it in much the same way as before. However, discarding a weapon in Wipeout Pure results in it being used to slightly recharge your shields. This adds a more tactical approach to using

weapons when you have the option of repairing damage as well as dealing it. If your shields are low, it is highly recommended that you absorb weapons rather than fire them, even if your opponent is in clear view. Better safe than sorry.

As a side note, the Quake and Plasma weapons tend to restore more energy than other weapons when absorbed.

```
\\// :USE OF THRUST: \\//  
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Quite frankly, you'll want to have the thruster hammered down throughout the circuit, but there are times where this can be tantamount to suicide. If you are racing a heavy craft, letting up on the thruster when taking a sharp corner will allow you to turn slightly quicker, and combining this with the airbrakes (explained later) will allow you to turn as sharply as any lightweight. Letting up on the thruster will also let you go over elevated sections without gaining too much height, which is especially useful when it is followed by a corner. Even so, completely letting up on it isn't recommended as you'll lose too much speed, quick releases of the thruster are all that's needed.

```
\\// :AIRBRAKES: \\//  
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Airbrakes are your absolute saviour on the faster speed classes and the more technical tracks. You have two airbrakes, one on either side of your craft, which are activated by the corresponding shoulder button (unless you've opted for the single brake setup). One function of the airbrakes is to slow the craft down. This is ideal if you find yourself going too fast over a jump or if your craft has become unbalanced, as slowing down will reduce your altitude and balance the craft again. Don't get overly hooked to this method though as the speed reduction is severe. The main function is to use each airbrake to aid your turning. For example, hitting the left airbrake will slow the left side of the craft causing it to veer over to the left. Turning left while using this will dramatically decrease your turning circle at the expense of a little speed. Most turns only need light tapping of the brakes to aid passage, only the sharpest hairpins require holding the brake. Opposite braking (a popular and extremely effective technique in previous games) involves hitting the opposite airbrake to your turning direction, which will cause the craft to laterally shift in the direction of the brake. However, this isn't particularly effective in Pure as it has been superceded by the sideshift, which will be explained next.

The airbrakes can be temporarily disabled by the Disruption Bolt weapon.

```
*****  
* Once you master the airbrakes, the handling stat becomes almost meaningless.*  
* The airbrakes will turn each craft the same amount regardless of the *  
* handling, and in the hands of a skilled pilot, even the heaviest craft can *  
* navigate technical circuits with ease. *  
*****
```

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\\// :SIDESHIFT: \\//  
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Sideshifting is a new feature to the Wipeout series. Double tapping one of the airbrakes will cause your craft to laterally shift in that direction. This is a very useful technique for sharp corners and hairpins as it allows you to

correct your racing line if you have taken the corner too wide, you can simply shift back over to the inside. Chicanes are the ideal place to use this technique as you can shift from side to side to aid your navigation through. Using the Dual brakes as opposed to the Single brake will allow you to shift in the opposite direction to your turning direction, allowing you to turn early and shift into a corner.

```
\\// :BARREL ROLL: \\//  
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Barrel rolling is a quick and easy way of getting a speed boost from a jump. As your craft leaves the track following a sufficiently high jump, pressing left-right-left or right-left-right on the D-pad or nub will cause your craft to barrel roll. This technique will drain a little energy from your shields and divert it to the thruster. Upon landing, you will receive a speed boost. As long as you have enough shield, you should attempt to barrel roll whenever the opportunity presents itself. Be careful though, if you attempt to barrel roll off of a jump that is too low and you do not complete the roll, your shield energy will still be slightly drained but you will not receive the speed boost.

```
\\// :PITCH CONTROL: \\//  
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The pitch control alters the altitude of your craft's nose while airborne. You need to make sure when you land that the craft is absolutely level with the track. If it isn't, you run the risk of cartwheeling and ending up either on your side or on the roof. Raise the nose if you have come off of a jump too slowly and you are nose diving towards the track below. If the jump is okay, you need to really lower the nose as you land or the craft will rear up. This is only really noticeable when you barrel roll and on faster speed classes. Pressing Up on the D-pad or nub lowers the nose and pressing down raises the nose. Lowering the nose provides a significant aerodynamical advantage and can increase your top speed by as much as 30 kmh. Doesn't sound like much, but over the course of a race that can be very significant.

```
\\// :EFFECTS OF GRAVITY: \\//  
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For the first time in a Wipeout game, the craft will feel the effects of gravity as they travel over sloped and undulating sections of track. If the track is sloped from one side to the other, the craft will slide down the track to the lower side. This is a real benefit in corners as the gradient of the track will aid your line around. If the corner is sloped towards the inside, you should stay nearer to the centre of the track rather than move over to the inside, and you'll also need to turn less aggressively.

A function of the Disruption Bolt weapon will temporarily make your craft more susceptible to the effects of gravity and your craft will slide down the track much more quickly.

```
\\// :THE WUSS WAGON: \\//  
//\\=====//\\
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Veterans of the Wipeout series will remember the Wuss Wagon, the little craft that catches you if you leave the track. Since Wipeout Fusion, the Wuss Wagon now teleports you back onto the track if you leave rather than physically

catching you. You will be replaced if your craft leaves the track or if rendered immobile by landing upside down or something similar. Replacement drains around 15% of your shields and will set you back a short distance. Being replaced can destroy your craft if your shield energy is too low.

[007]

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\\-\\-//                               **WEAPON SYSTEMS**                               \\-\\-//
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This section details the various weapons that you'll come across during your endeavours in the FX300. Each weapon is identified on the HUD by a symbol, which is given in the appropriate section.

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\\//      :AUTOPILOT:    \\//
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The autopilot will attempt to take the controls of the craft out of your hands for five seconds, allowing you to relax through a hard section or generally recompose yourself. Unfortunately, it is virtually useless on undulating sections of track as the AI does a very poor job of accounting for gravity changes. Show it the chicanes at Citta Nuova and you'll faintly hear the on-board computer say "sucker" before slamming you all over the place. It's not totally useless, as on flat technical sections it can really save your hide, and the ability to use other weapons while active gives it a slight appeal. You can't turn it off though, so you're going straight through any mines or bombs dropped in your way until it wears off. Also, unlike previous Wipeout games, do not be tempted to use the autopilot to recover from weapon hits, it really struggles to get your craft going again following an impact.

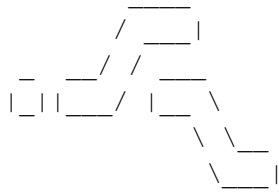
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\\//      :BOMB:        \\//
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A tactical weapon of mass destruction if ever there was one, the bomb can ruin someone's race if used correctly. When triggered, a bomb is released directly behind your ship and will remain there for the duration of the race. The only way to remove it is to trigger it, and that is an unpleasant experience for whoever gets the honour. Hitting a bomb results in a large explosion that not only damages all in the blast radius, but unceremoniously slams them into the nearest wall, bringing them to a near halt. If used on an open section, the results can be even better as the hapless craft helplessly drifts over the edge. Also try dropping one over a popular weapon pad or a double speed pad and watch as your opponent gets more than he bargained for. Bombs can be destroyed by several weapons, most notably rockets. It's also worth noting that you can't trigger your own bombs, but you can get caught in

the blast if someone else does.

\\// :DISRUPTION BOLT: \\//
//\\=====//\\

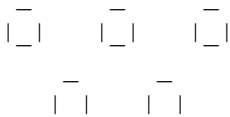


If you ever really want to piss someone off in a multiplayer race, this is the weapon to use. Triggering it releases a blue bolt from the front of your craft that flies straight forward. If you hit an AI craft, they will be slowed and will weave from side to side. The fun starts if you hit a player controlled ship. The disruption bolt, while doing no physical damage, will severely screw up the electrical systems of anything it hits. The bolt causes one of a variety of negative effects of varying duration inversely proportional to its severity. The effects are:

- The ship weaves from side to side
- The ship grinds to a halt
- The camera shoots in and out
- The camera weaves from side to side
- The ship's airbrakes are disabled
- The ship's steering controls are reversed
- The ship bounces up and down
- The ship becomes more susceptible to gravity
- The ship's autopilot is activated and runs at slow speed
- The ship's autopilot is activated and runs at full speed

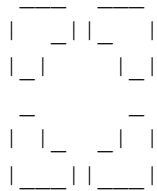
If you get hit by one of these, pray for one of the last two effects, they're the trade-off for using such an annoying weapon. However, a great way to avoid the negative effects of the disruption bolt is to use an autopilot immediately after being hit. Since most of the effects hamper your own ability to control the craft, put it in the hands of the AI and laugh.

\\// :MINES: \\//
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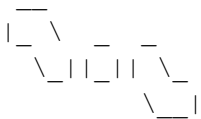
The ideal treat for the persistent pilot who won't leave your tail end alone. Drop a cluster of mines in his face and he won't be bothering you again for a while. Triggering this weapon causes a cluster of five mines to be released one after the other in quick succession from the rear of your craft. Individually they are small and inflict little damage or disruption, but hitting the whole cluster can be a nightmare, causing similar damage to a bomb and slowing them right down. Alternatively, if you wish to slow down a group, you can weave from one side of the track to the other and lay the cluster across the whole track. Has a much smaller effect, but impossible to avoid.

\\// :MISSILE: \\//
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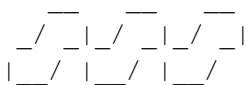
Need to cane someone from long range? The missile is your friend. Once the weapon is acquired, a targeting reticule will appear and will attempt to lock onto an opponent. Once it turns red, trigger it and a single missile will chase them down the track, homing in on them. The missile has quite a large turning circle, but it can ricochet off walls, making it unpredictable and quite a pain to avoid. It is possible to avoid it by entering a corner and staying close to the apex. As the missile approaches, it will turn inside and ricochet to the outside of the corner. It will come back to the inside, but there is quite a large safe pocket where it cannot hit you. Due to its turning circle, missiles also have trouble hitting close range targets that are not directly in front.

\\// :PLASMA BOLT: \\//
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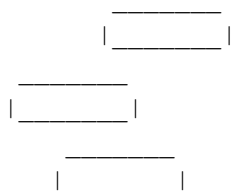
The plasma bolt has been rightly feared throughout the Wipeout series and for good reason. This is hands down the most powerful precision weapon in Wipeout Pure. Triggering it charges up a large purple sphere on the front of your craft before releasing it directly forwards a second later. Woe betide anyone who gets hit by it as they will suffer horrible shield damage as well as being flung into the wall. Low shield ships will be near crippled, and it will even do decent damage to a Triakis. The downside is its charging time, which makes it awkward to aim. Use on a long straight to make any in front of you really panic.

\\// :QUAKE DISRUPTOR: \\//
//\\=====//\\



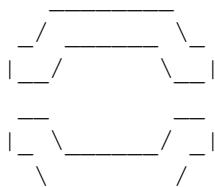
Enough to make even the most hardened pilot soil himself in fear, the Quake is an indiscriminate mass-carnage weapon. Release one of these down the track and every poor sod in front of you will know about it. Triggering it releases a huge wave down the track that deals moderate damage and brings to a halt anything it hits. It has a very long range, so the only defence the AI really has against it is to not be in the way. However, what you need to be concerned about is that the AI can use these too, and several in quick succession can ruin a craft. On lower classes, the only thing you can do when you hear one of these coming your way is to activate a shield. Otherwise you're going to have to brace yourself and ride it out. On higher classes however, you have another defence. You can outrun it. This is only really feasible on tracks like Sol 2 and Vineta K, but if you can build up enough speed and keep it up for long enough, the quake won't reach you. Several unscrupulous individuals have been known to turn their craft around and launch one back down the track...

\\// :ROCKETS: \\//
//\\=====//\\



Simple, and yet one of the most effective weapons you'll come across. Trigger this and you'll launch three rockets in a slight spread directly in front of you. One straight ahead, one slightly to the left and one slightly to the right. This spread increases the chances of you hitting at long range, and the results are very satisfying if you do hit. Aside from doing a fair amount of damage, you'll jolt your opponent in whatever direction you hit them from. Ideal places to hit are on open sections or in tight corners. The former will produce the obvious effect of flinging them off the track, while the latter is surprisingly difficult to recover from, especially if it's on an incline and you have to fight against gravity as well. Rockets will also hit at point blank if your opponent is slightly over to one side.

\\// :SHIELD: \\//
//\\=====//\\



One of the most useful weapons in the game, it can save your hide on many occasions. Activate it to be rendered totally invulnerable to all damage and disruption effects for five seconds. It's not long, but it's plenty to avoid being caned by a Quake or a surprise minefield. It will also push you away from walls, meaning that you will suffer little speed loss as a result of hitting it. One thing to note though is that it does not allow you to barrel roll at no energy cost, it simply absorbs physical impact. Be careful about attacking at long range if you believe your target has one of these enabled.

\\// :TURBO: \\//
//\\=====//\\



Ye goode old turbo boost that does exactly what it says on the tin. Enable it to receive a short speed boost. If you couple this with a barrel roll you can really cover some ground in a short time. It is strongly advised to only use these on straight sections, the excess speed may be more of a hindrance than a help in corners. Also, be careful not to hit any speed pads before the end of your boost. The boost is more powerful than going over a double speed pad, and hitting a speed pad will reduce you to that speed, thus shortening your boost. You will receive one of these per lap in Time Trial and Free Play modes

[008]

=====
\\-\\-// **MANUFACTURERS** \\-\\-//
//-/\\-\\=====//-/\\-\\

A quick explanation of the terms in the craft guide:

- THRUST - How quickly the craft accelerates
 - SPEED - How fast the craft can go
 - SHIELDING - How strong the craft's shields are
 - HANDLING - How sharply the craft responds when turning
-
- ORIGIN - Home country of the manufacturer
 - LIVERY - Colours used on the craft and in the team logo
 - ESTABLISHED - When the manufacturer was founded
 - FIRST SEEN - The first Wipeout game the manufacturer has appeared in
 - OBTAINED BY - How to unlock the craft if it is not initially available

The craft stats are rated on a scale of one to five.

```
  \-\/-/\      **LIGHTWEIGHTS**      \-\/-/  
  /-/\-\/=====\/-/\-\/
```

Ideal for beginners, the lightweight craft specialise in agility and acceleration at the expense of speed. While at a disadvantage on open tracks, these craft will be able to tackle even the trickiest corners with ease.

```
\\//      :FEDERAL EUROPEAN INDUSTRIAL SCIENCE AND RESEARCH:      \\//  
//\\=====//\\
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```

You know where you are with a FEISAR and this year is no exception. The new beast is a typical benchmark combination of agility and reliability.

- THRUST - |_|_|_|_|
- SPEED - |_|_|_|
- SHIELDING - |_|_|_|_|
- HANDLING - |_|_|_|_|

- ORIGIN - United Europe
- LIVERY - Blue and Yellow
- ESTABLISHED - 2017
- FIRST SEEN - F3600 (WipEout)

Every incarnation of Wipeout has seen the FEISAR in one form or another, but all have had one thing in common: their ease of use. The FEISAR has earned its reputation as the beginners' craft. Good handling and thrust coupled with decent shielding make it ideal to learn the ropes of AG racing, and also make it a good choice for technical circuits that are likely to get violent. As a

result, it's speed leaves a lot to be desired, being the slowest of them all. Don't expect to win many races on Sol 2 or Vineta K if you're up against anything a lot faster. FEISAR along with their great rivals Auricom are the only teams to have featured in every series throughout the history of AG racing.

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\\//      :ANTI-GRAVITY SYSTEMS:    \\//
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This year AG-Systems bring a very sharp and responsive machine with speed where it counts. AG-Systems always deliver the goods.

```
THRUST      -  _ _ _ _ _
SPEED       -  | _ | _ |
SHIELDING   -  | _ | _ | _
HANDLING    -  | _ | _ | _
```

```
ORIGIN      -  Japan
LIVERY      -  Red and White
ESTABLISHED -  2017, acquired by G-Tech Systems in 2155 before reforming
                in 2171 following the collapse of G-Tech
FIRST SEEN  -  F3600 (Wipeout)
```

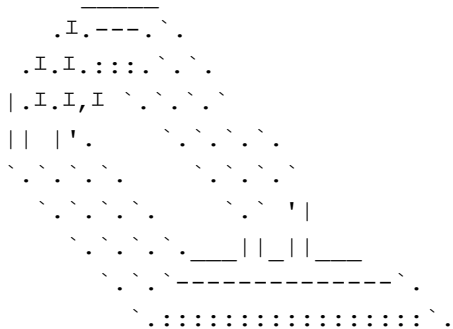
Wipeout without AG-Systems is like toast without jam, and G-Tech were certainly no replacement for them in Fusion. Following their collapse, AG-Systems have reformed, worked their way back to the front line of AG racing and have marked their return with this agile little thing. This new craft places strong emphasis on both handling and thrust, making it unbeatable through tough corners. Able to turn on a dime and accelerate away before most other craft have even navigated into it, it is the master of the technical circuit. Unfortunately, it's about as fast as a snail when it comes to straight sections, and that advantage gained in corners is soon lost again on the straights. It also has weak shielding, making it vulnerable to unguided weapons on straights as well. Not a craft to make a mistake in.

```
\-\/-/\          **BALANCED**          \-\/-/\
/-/\-/\=====/-/\-/\
```

These craft have the ideal balance between speed, agility, acceleration and shield power. Each specialises in its own area, but these craft will perform adequately on any track.

```
\\//      :QIREX RESEARCH AND DEVELOPMENT:    \\//
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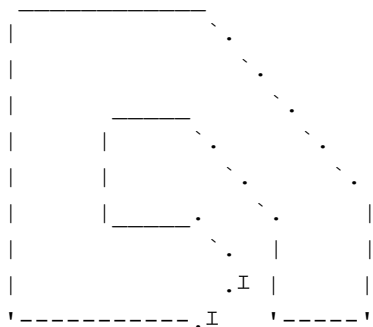
Qirex present a clever combination of elegance, speed and balance resulting in an exhilarating performance every time it takes to the track

THRUST - |_|_|_|
SPEED - |_|_|_|_|
SHIELDING - |_|_|_|_|
HANDLING - |_|_|_|

ORIGIN - Russia
LIVERY - Purple and Blue
ESTABLISHED - 2041, acquired by Tigron Enterprises in 2149 before reforming in 2179 under Feliks Levovich following the collapse of Tigron
FIRST SEEN - F3600 (WipEout)

Qirex (pronounced Kai-Rex), along with AG-Systems, were one of the original teams to fall foul of a hostile take over during the dark ages of AG racing known as the F9000. Tigron's collapse released the former Qirex production plant, which was quickly bought up by Feliks Levovich, a young man whose father had had heavy involvement with Qirex before the take-over. Now back onto its feet after being lovingly restored, Qirex is ready to compete in the FX300 with a quite different ship from the old Quantax models. The Quantax models were flying bricks, very fast and very heavy, ideal for the more skilled pilot. The new LS model is a much more balanced craft, average in all areas with a trademark strong shield from their old racing days. Its increased speed from the lightweight craft may take a little getting used to, as will the lower handling and thrust. It will require you to keep your speed up or face losing time to keep getting back up to speed. The shields will keep you alive adequately and are pretty forgiving if you spend a lot of time wall scraping.

\\// :ASSEGAI DEVELOPMENTS: \\//
//\=====//\



Confidence is high in the Assegai hangar as their new baby pounces onto the

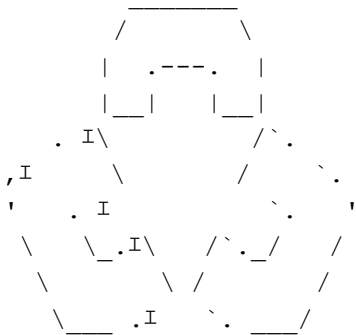
track with an awesome blend of agility and power

THRUST - | | | | |
SPEED - | | | | |
SHIELDING - | | | | |
HANDLING - | | | | |

ORIGIN - United African Nations
LIVERY - Ochre and Light Blue
ESTABLISHED - 2113, acquired by Piranha Advancements in 2150 before reforming
in 2181 after being released by Piranha
FIRST SEEN - F7200 (Wip3out)

Assegai was also taken over in the F9000 era, but by Piranha, who kept them as a separate division rather than totally absorbing them. As such, the release of Assegai was much cleaner than the other two companies. Those of you who remember Assegai from their F7200 days will remember what a light agile little craft it was. The new post-Piranha era craft is something else. Out of the three balanced craft, it is the quickest off the mark and out of corners. While you could say it ties with the Harimau in terms of its agility, its improved shield may swing your choice this way. It's handling is still a little tight, but if you can use the airbrakes well enough and you can handle your racing lines, you will see the advantage of thrust over handling. A good step up from the Harimau.

\\// :HARIMAU INTERNATIONAL: \\//
//\\=====//\\



The Harimau is turning heads on its maiden voyage. This southpaw rookie is making some dangerous waves for the orthodox veterans

THRUST - | | | | |
SPEED - | | | | |
SHIELDING - | | | | |
HANDLING - | | | | |

ORIGIN - Malaysia
LIVERY - Blue and Yellow
ESTABLISHED - 2177
FIRST SEEN - FX300 (Wipeout Pure)

Harimau are an international peace organisation hailing from Malaysia who are competing in the AG leagues for the first time, although a large weapon-toting AG racer perhaps isn't the ideal way to express their peaceful intentions. They certainly haven't done badly for their first outing, their craft is the most agile of the balanced craft. A combination of good thrust and speed coupled with handling often seen in a lightweight craft make it an ideal stepping stone

into the balanced class from the lightweights. Its only disadvantage is its low shield, which would only prove a major disadvantage when the pack is tight and weapons are flying everywhere. It is just about fast enough to get away if need be. Kids and grown-ups love it so, the happy world of Harimau (...sorry, bit of an in-joke there).

```

\-\-/-/      **HEAVYWEIGHTS**      \-\-/-/
/-/\-\-\=====/-/\-\-\

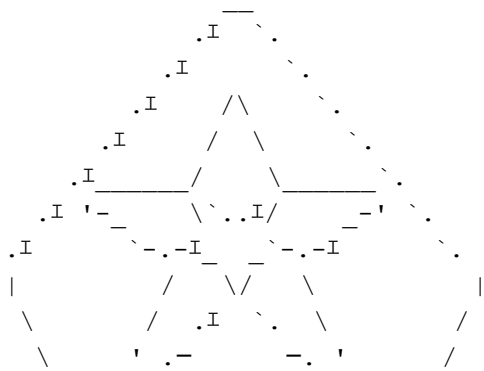
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Only experts need apply for the heavyweights. These craft exude raw power, making them the fastest craft on the grid, and they generally exude great shield strength too. This all comes at the expense of handling and thrust, only the most skilled pilots dare fly these on technical circuits.

```

\\//      :AURICOM RESEARCH INDUSTRIES:      \\//
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```



Once again Auricom bring trouble to the track and command authority with this durable and intimidating iteration

```

THRUST      -  _ _
              - | | | | _ _
SPEED       - | | | | | |
SHIELDING   - | | | | | |
HANDLING    - | | | | |

ORIGIN      - North America
LIVERY      - Blue and White
ESTABLISHED - 2025
FIRST SEEN  - F3600 (WipEout)

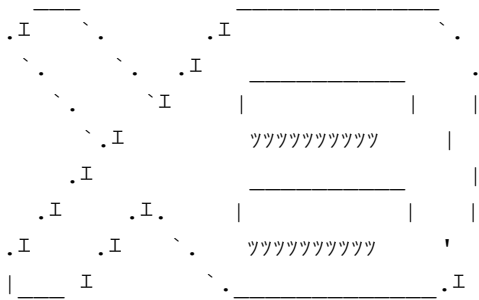
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Auricom moved away from their average image displayed throughout their long AG career into the heavyweights in the F9000. While the design of the craft proved extremely unpopular, the heavy build has continued into the FX300 with a craft that looks a lot more like the F7200 model. The first thing you'll notice about this craft is its high speed rating, this'll be your first encounter with the real speed demons. Despite seeming low, it is the best handling of the heavyweights, and as such makes a good bridge into the class. However, don't take this for granted. Despite having the same handling rating as, say, a Qirex, it will not be quite as good down to the fact that you'll be going faster and will have to learn to account for this. Also, low thrust is characteristic of the heavyweights, so you'll need to be good with the airbrakes through corners to keep your speed up. Tough shields will keep you alive through the thickest fighting, just try not to wall scrape too much.

```

\\// :TRIAKIS INDUSTRIES: \\//
//\=====//\

```



To the power of three. Newcomers Triakis muscle onto the AG scene with this robust and menacing pitch fork of a machine... keep your eyes on these boys

```

THRUST      -  _ _
SPEED       -  | | | | |
SHIELDING   -  | | | | | |
HANDLING    -  | | |

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```

ORIGIN      -  Multinational
LIVERY      -  Silver and White
ESTABLISHED -  2132
FIRST SEEN  -  FX300 (Wipeout Pure)

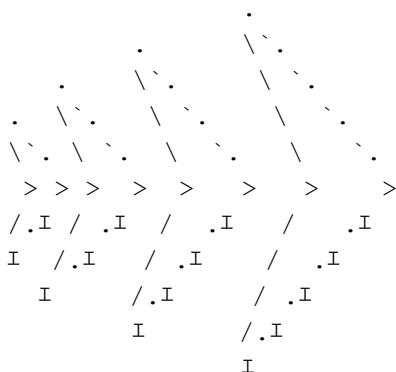
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Triakis Industries is a worldwide conglomerate of weapons manufacturers. With little business in what has become an era of peace, Triakis began supplying the AG leagues with weapons before developing a craft to compete themselves in what they saw as the ideal way to show off their products. In true military style, the Triakis craft is an absolute tank. With the strongest shielding of any AG craft, it can shrug off most weapons fire and just keep on going. This in turn means that you won't have to absorb so many weapons and you can stay on the offensive. It's also a fast bugger as well once it gets going, and a skilled pilot will have no trouble beating away anyone stupid enough to get in the way. The tradeoff of such a heavily armed craft is its thrust and handling have suffered badly. It takes a while to accelerate and it is quite difficult to get such a bulky craft around complex circuits without highly skilled use of airbrakes to maintain speed. However, its vast energy reserves mean plenty of barrel rolling. Being a very aggressive racer, this is my personal favourite craft.

```

\\// :PIRANHA ADVANCEMENTS: \\//
//\=====//\

```



Raw power with matching aesthetics and a reputation to maintain, the new Piranha is a thrilling, blur-inducing ride. Prepare to see a lot of the tailfin

THRUST - | | | | |
SPEED - | | | | | | | | |
SHIELDING - | | | | |
HANDLING - | | | |

ORIGIN - Brazil
LIVERY - Red and Yellow
ESTABLISHED - 2060
FIRST SEEN - F5000 (Wipeout 2097)

Piranha have always had a reputation for being the fastest things on the AG circuit ever since their shock appearance in the F5000 league with their prototype. The FX300 craft is no exception. Without doubt the fastest craft of them all, a skilled pilot will leave all opposition in their wake. However, its speed is its only real outstanding feature. Thrust and handling are typical of a heavyweight, and its handling might as well be a 1 if you're going at full speed. The shields aren't much to write home about either, so excessive wall scraping is a no-no. This craft isn't one to use until you have really gotten the hang of how this game handles and you have mastered the airbrakes. Only then do I recommend getting in this beast, and once you do, you'll cream everyone. It is also a real challenge to get this craft going on technical circuits, as the thrust will not get you to top speed very quickly.

\\-\\-// **SPECIAL** \\-\\-//
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These craft can be unlocked for use by meeting certain conditions within the game. Both excel in speed, thrust and handling making them fearful opponents. However, their lack of any sort of shield power makes them easy targets for the more aggressive racer.

\\// :ZONE: \\//
//\\=====//\\

The Zone ship excels in almost every area

THRUST - | | | | | | | | |
SPEED - | | | | | | | | |
SHIELDING - | | | | | | | | |
HANDLING - | | | | | | | | |

ORIGIN - Owned by Belmondo Foundation
LIVERY - Silver
ESTABLISHED - 2197
FIRST SEEN - FX300 (Wipeout Pure)
OBTAINED BY - Acquiring Gold in all four Zone circuits

Designed around the neo-tronic ship used in Zone mode, this craft is kitted out to fly on the AG circuit. It is really fast, really agile, and its thrust is very good as well. It works perfectly on all circuits as long as you can handle the speed it can put out. The downside is that it has paper shields. Even a

rocket can deal significant damage, and a plasma bolt can cripple it. You won't be launching many of your own weapons, you'll be absorbing everything to try and stay alive. But once you break away from the pack, nothing will catch you. Despite all this, I heartily recommend that you don't get too used to this ship. In all honesty, it requires little skill to use, and you won't improve as a racer as long as you're in it. Besides, it's paper shields make it an extremely popular target in a multiplayer race.

```
\\//      :MEDIEVIL:      \\//
//\\=====//\\
```

Proof that AG racing is rising from its grave, is when the undead themselves want a piece of the action. It's time to get Medieval

```
THRUST      -  _ _ _ _ _
SPEED       -  |_|_|_|_|
SHIELDING   -  |_|_|_|
HANDLING    -  |_|_|_|_|
```

```
ORIGIN      -  Underworld
LIVERY      -  Black and Dark Blue
ESTABLISHED -  Unknown
FIRST SEEN  -  FX300 (Wipeout Pure)
OBTAINED BY -  Acquiring a total of 70 unique Gold medals
```

The undead have risen and want a piece of the AG action it seems. If you're wondering, the craft was designed by Cambridge Studios who were the brains behind Medieval Resurrection, so yes, it IS in reference to Medieval. In general, it is very similar to the Zone craft, but where Zone excels in speed and handling, Medieval excels in thrust. With a high speed stat as well, it makes for a more agile craft than the Zone, but not quite as good on straights. Nevertheless, it is still plagued with the problem of having rubbish shields. Like the Zone craft, try not to rely too heavily on this one.

```
\\-\\-//      **DOWNLOADABLE**      \\-\\-//
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```

These craft can be downloaded through the expansion packs available on the Wipeout Pure websites. The first four are classic craft making their return from the older leagues, and each excels in its own area. The host can choose to disallow them in a multiplayer game.

```
\\//      :TIGRON ENTERPRISES:      \\//
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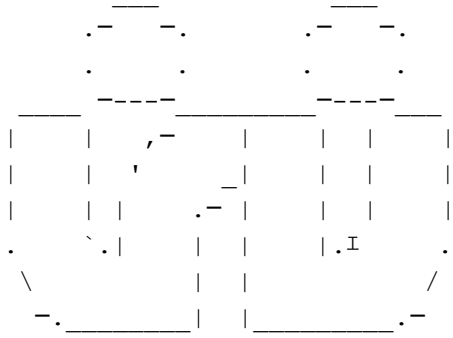
The last heavyweight to come from the Tigrion assembly line is brought out of retirement for a second stab at the championship

THRUST - |_|_|_|_|
SPEED - |_|_|_|_|
SHIELDING - |_|_|_|_|
HANDLING - |_|_|_|

ORIGIN - Russia
LIVERY - Black and Yellow
ESTABLISHED - 2142, shut down in 2171
FIRST SEEN - F9000 (Wipeout Fusion)
OBTAINED BY - Gamma Pack 1 (JP/US), Gamma Pack (EU)

Tigrion made a terrible mistake in taking over the Qirex team in 2149. Owned by Overtel, the league administrators, Tigrion acquired the means to fix results in their favour and generally gain the upper hand over other teams during the F9000 era. Once the F9000 was suspended following an official investigation into the underhand activities, Tigrion were doomed. Overtel collapsed, and both Tigrion and G-Tech were shut down on the spot for their involvement. The production lines were later acquired by Feliks Levovich to resurrect Qirex, but one last craft was created by Tigrion before the collapse, and this is that craft. While the stats suggest that this is a superior version of the Triakis craft, this isn't really the case. The Tigrion's shields are not quite up to Triakis standards, and it handles slightly worse than the Qirex. In fact, that would be the best way to envisage this ship, it is somewhere between the Qirex and Triakis in terms of stats. Like the Auricom, this would be a good bridge into the heavyweights. It's certainly not one to dismiss.

\\// :VAN-UBER RACING DEVELOPMENT: \\//
//\\=====//\\



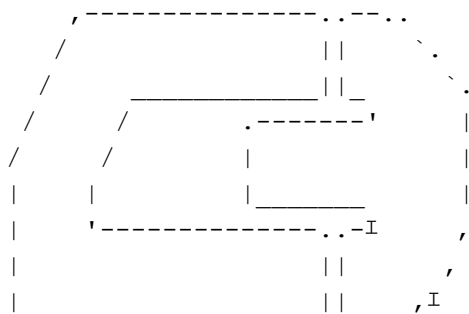
Van-Uber unveil the long awaited sequel to their 2156 model, vowing to leave the opposition resting in pieces

THRUST - |_|_|_|_|
SPEED - |_|_|_|
SHIELDING - |_|_|_|_|
HANDLING - |_|_|_|_|

ORIGIN - Germany
LIVERY - Orange and Yellow
ESTABLISHED - 2143
FIRST SEEN - F9000 (Wipeout Fusion)

Van-Uber managed to weather the storm of the collapse of F9000 and laid low until the founding of FX150. Sensing the imminent return of the professional league, Wolfgang Van Uber developed a new craft to race according to FX150 specification. It turned out to be a great gamble, with no other investment or revenue it would have made or broke Van-Uber. His premonition turned out to be right, and Van-Uber were able to unveil their new craft for the first season of FX300. In a similar vein to their F9000 craft, the Van-Uber is extremely agile with a seemingly weird centre of gravity. Use of the airbrakes will seem to make the back end swing out quite significantly, but this doesn't detract from its outstanding agility. Its speed and shielding do seem a bit low in relation to the given stats, but it's a lightweight that can definitely hold its own. Perfect for technical circuits.

```
\\// :GOTEKI45: \\//
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The island residents finally come forward with this year's contender. As ever, the Goteki45 is well balanced and can hold its own against the fastest, toughest ships there are.

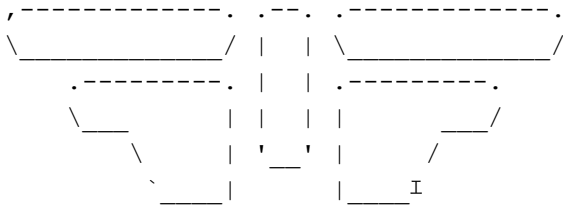
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THRUST      -  _ _ _ _ _
SPEED       -  | _ | _ | _ |
SHIELDING   -  | _ | _ | _ |
HANDLING    -  | _ | _ |
```

ORIGIN - Pacific Islands
LIVERY - Orange and Black
ESTABLISHED - 2095, HQ destroyed in 2137, reformed in 2195
FIRST SEEN - F7200 (Wip3out)
OBTAINED BY - Classic Pack 1 (US), Classic Pack 1 (EU), Classic Pack 2 (JP)

Goteki45, hailing from the 45 Pacific Islands, were regarded as something of a disruptive influence in the F7200. Their ships were kitted out with the strongest shielding of any craft competing and they set out to cause absolute carnage rather than having any real aspiration to win. Their violent approach to the sport earned them little respect, and in 2137, their base on the island of Makana was levelled by an unknown bomber squadron. To this day, no one has taken responsibility. Ironically, that same island is now host to the very sport they tried to undermine. Now reformed under new management, Goteki45 seek to bury the image portrayed by its founders by entering the FX300 and proving themselves worthy of a place among the greats. This craft is very similar to its predecessor: an agile battering ram. It is able to move about the circuit with ease and ram other contenders out of the way, and its high thrust allows it to get back to speed quickly. It's high shield stat, outmatched only by the heavy Triakis and Tigrion craft, will ensure you stay in one piece as well. An

ideal craft for the technical, yet aggressive pilot.

\\// :PROJECT ICARAS: \\//
//\\=====//\\



The Icaras is tuned, fired up and ready to go. What it lacks in shield, it more than makes up for in speed.

THRUST	-	_ _ _ _ _
SPEED	-	_ _ _ _ _
SHIELDING	-	_ _ _
HANDLING	-	_ _ _

ORIGIN - England, but developed multinationally
 LIVERY - Purple and Pink
 ESTABLISHED - 2109, terminated in 2140, reinstated 2193
 FIRST SEEN - F7200 (Wip3out)
 OBTAINED BY - Classic Pack 3 (US), Classic Pack 2 (EU), Classic Pack 4 (JP)

Icaras had a very shaky introduction to life in the F7200. Founded by Burnston Burns in 2109, the first AG craft was ready in only seven months following large contributions from various manufacturers around the world willing to take part in the project. Unfortunately, their proposed 'new approach' to AG racing didn't turn out as they expected. They didn't even finish a race in their first two seasons, and were constantly complaining that the state of the tracks didn't suit their racing style. The project was terminated in 2140 following a balloon accident that caused the death of Burns... he swallowed one at a childrens' party. Now under new leadership, Icaras has returned to compete in the FX300. The Icaras is speed incarnate, sacrificing shield power and a little handling to make it the fastest thing on the track. While the thrust will help you get out of any sticky patches should you grind to a halt, you'll have to know your airbrakes to keep this baby under control. It does have the advantage over the Piranha of being slightly easier to handle and having additional thrust, but you must keep an eye on your shields, they won't stand up to much punishment.

\\// :KLOR: \\//
//\\=====//\\

Out of control. Destroying everything for a better tomorrow.

THRUST	-	_ _ _ _ _
SPEED	-	_ _ _ _ _
SHIELDING	-	_ _ _
HANDLING	-	_ _ _

DESIGNER - Scien
OBTAINED BY - Omega Pack (EU)

The Klor is one of four craft designed exclusively for the European Omega Pack. All Omega craft are well balanced and specialise in their own area. The Klor is firmly leaned towards high speed and thrust, with little consideration towards shielding. It is fairly agile as well. Treat it in a similar way to the Icaras. The craft livery was designed by Scien.

```
\\// :TURBOWEEVEL: \\//  
//\\=====//\\
```

Grizzled, mutated and faster than your average weevil, this turbo stops at nothing, unless it's time for a tea break of course.

```
THRUST      -  _ _ _ _  
SPEED       -  |_|_|_|_  
SHIELDING   -  |_|_|_|_  
HANDLING    -  |_|_|_|
```

DESIGNER - John Burgerman
OBTAINED BY - Omega Pack (EU)

The Turboweevel is one of four craft designed exclusively for the European Omega Pack. All Omega craft are well balanced and specialise in their own area. The Turboweevel emphasises quick acceleration and tough shielding, designed to batter other craft around and keep on going. Average speed and handling. The craft livery was designed by John Burgerman.

```
\\// :CARDRACER: \\//  
//\\=====//\\
```

AMCD Cardcity team racers enter the FX300 season, except when it's raining!

```
THRUST      -  _ _ _ _  
SPEED       -  |_|_|_|_  
SHIELDING   -  |_|_|_|_  
HANDLING    -  |_|_|_|
```

DESIGNER - Mark James
OBTAINED BY - Omega Pack (EU)

The Cardracer is one of four craft designed exclusively for the European Omega Pack. All Omega craft are well balanced and specialise in their own area. The Cardracer emphasises a mix of speed and agility, with average thrust and poor shielding. Slightly easier to handle than it's counterpart, the Klor, but a little slower off the mark. The craft livery was designed by Mark James.

```
\\// :HAIRONAUT: \\//  
//\\=====//\\
```

So well tuned that she is actually alive. This ship lives for racing and demands ever more speed to satiate her hunger.

```
THRUST      -  _ _ _ _  
SPEED       -  |_|_|_|_  
SHIELDING   -  |_|_|_|_  
HANDLING    -  |_|_|_|
```

SHIELDING - |_|_|_|_|
HANDLING - |_|_|_|_|

DESIGNER - Neil McFarland
OBTAINED BY - Omega Pack (EU)

The Haironaut is one of four craft designed exclusively for the European Omega Pack. All Omega craft are well balanced and specialise in their own area. The Haironaut is also quite heavily shielded like the Turboweevel, but it leans towards agility rather than thrust. Not overly quick, but easy to handle and you'll probably stay in one piece. The craft livery was designed by Neil McFarland.

\\// :F-37 TALON: \\//
//\\=====//\\

THRUST - ?
SPEED - ?
SHIELDING - ?
HANDLING - ?

ORIGIN - North America
LIVERY - Silver
ESTABLISHED - Unknown
FIRST SEEN - FX300 (Wipeout Pure)
OBTAINED BY - Only available with the demo version on the Stealth UMD movie.
This craft is for promotional purposes and cannot be used in the full game

Details for the Talon will be made available at a later date

PLEASE NOTE THAT THE FOLLOWING ENTRIES ARE BASED AROUND FAN FICTION, THEY ARE NOT THE OFFICIAL NAMES FOR THESE CRAFT AS THEY HAVE NO OFFICIAL NAMES. THESE ARE THE TWO CRAFT USED FOR BRANDED DOWNLOADS. THANKS TO MEMBERS OF WIPEOUTZONE FOR WRITING THESE BACKSTORIES.

\\// :AL-VASKEI RESEARCH AND DEVELOPMENT: \\//
//\\=====//\\

THRUST - _ _ _
SPEED - |_|_|_|_|
SHIELDING - |_|_|_|_|_
HANDLING - |_|_|_|_|_|

ORIGIN - Saudi Arabia
LIVERY - Varies depending on sponsors
ESTABLISHED - 2167, closed the same year. Reopened in 2197
FIRST SEEN - FX300 (Wipeout Pure)
OBTAINED BY - WIRE05 Pack (JP, WIRE05 branded), Delta Pack (EU, Puma branded).
More branded releases likely to follow.
BRANDED NAME- WIRE05, Puma 1

Vaskei didn't enjoy a particularly successful outing after their inauguration in 2167. Set up by a rich Saudi president, the sole purpose of Vaskei was to develop a craft to compete for his son, who was a huge fan of AG racing. However, following Overtel's acquisition of the league it had become increasingly difficult for new manufacturers to get a foothold in the F9000, and the Vaskei craft was horribly outclassed. The money invested crippled the company and they were forced to close in the same year. 30 years on, following the death of its founder, Vaskei has once again risen to compete in the FX300 under the leadership of his son after acquiring a number of sponsors willing to aid them in their return. The company is still heavily in debt however, and are totally dependant on their sponsors to remain active, and as such they are unable to wear their own colours or even have their company name mentioned in the racing environment. Their craft race under the names of their sponsors. The Vaskei is a very agile craft with a good top speed to match. While its shielding and thrust are fairly average, this doesn't detract from what really is something special. If you can put up with reduced thrust, this craft easily ranks alongside Zone and Medieval as the most easy to use craft. A great bridge into the faster classes.

```
\\//      :TEAM QUANTAX:    \\//
//\\=====//\\
```

```

THRUST      -  |__|__|__|
SPEED       -  |__|__|__|
SHIELDING   -  |__|__|__|
HANDLING    -  |__|__|__|

```

```

ORIGIN      -  Russia
LIVERY      -  Varies depending on sponsors
ESTABLISHED -  2181 as an offshoot from the reformed Qirex team.
FIRST SEEN  -  FX300 (Wipeout Pure)
OBTAINED BY -  Delta Pack (EU, Puma branded). More branded releases likely to
                follow.
BRANDED NAME-  Puma 2

```

Following the collapse of Tigron, Qirex was reborn... but among the chorus came a dissenting voice. Natalia Yarochevskaya, one of the engineers of the previous Qirex teams, was not happy with the modified design that the old team invented. It went against what she felt was tried and true purity of the Quantax design harking from the days of the F3600 league. Infuriated that her concerns went unheeded, she left the new Qirex team and went on to found her own team based on the old Quantax schematics. Now fully financed by corporate sponsors to make up for her woefully insufficient funds, the Quantax is once again screeching along the AG racing tracks. The Phoenix is truly reborn now. The Quantax craft, while it bears a striking resemblance to the old 2097 Quantax, is essentially a carbon copy of the Auricom. For piloting tips, see the Auricom entry.

[009]

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=====
\\-\\-//      **CIRCUITS**      \\-\\-//
//-/\\-\\=====//-/\\-\\
```

The track guides have been written with Phantom class in mind. At slower speeds it should be easier to implement the racing lines, and you may be able to hit a few extra speed pads that couldn't be done in Phantom. They have also been written while racing in a Triakis, so sharper handling craft should find it easier to navigate along the given route. It is highly recommended you practice these techniques in Free Play before jumping straight into Time Trial or a race.

The ideal mode to use these guides in is Time Trial, as obviously the AI will prove that keeping a racing line in the middle of a war zone is no easy thing. I will provide ideal points on each course to use your boost to its best effect.

```
[009A]          \-\/-/          **ALPHA LEAGUE**          \-\/-/  
                /-/\-\/=====\/-/\-\/
```

The four Alpha League tracks take us up and out of the sea, through the city and into the countryside, each track higher than the last

```
\\//      :VINETA K:      \\//  
//\ \=====//\ \
```

4.45km of tungsten-alum hi-bounce (TM) snakes past prime ocean front real estate. Beware of falling guano.

LENGTH - 4446m
HEIGHT - 222m

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:04	1:45	2:04	1:49	2:02
SILVER	2:07	1:48	2:07	1:52	2:05
BRONZE	2:10	1:51	2:10	1:55	2:08

Vineta K is set in the harbour of Makana, much in the same way Porto Kora was in the F7200. Quite appropriate that this course should be the first in the FX300. It's a fairly fast track with the odd evil corner thrown in to catch out the careless racer.

From the start directly ahead is a shallow right-left chicane. Try to take this as straight as possible, almost brushing the right-hand apex as you do. This will bring you onto a speed pad on the left hand side. An 80 degree left awaits a little way up. The decline in this corner will help to bring your craft round, so you may not have to turn as sharply as you may think. Nevertheless, slight use of the airbrakes may be required. Try not to pick up too much speed as you go into the underwater tunnel. There are two speed pads side by side near the entrance, but if you're not confident with your airbrake usage, try to aim between them.

At the bottom is a shallow right immediately followed by a very sharp left. It may sound surprising, but try to slightly overturn the right hander, then slam on the left airbrake and swing the back end of the craft round the left hander. If you find yourself drifting too far over, use a quick left sideshift to bring yourself back centre. If you can manage to get over to the inside of the left

hand corner, there is a speed pad waiting. Hit the speed pads on the edge of the ramp and be ready for the long shallow left on the other side.

As you near the tunnel exit, the track will slide round to the right. Move over to the left hand side of the track to catch a speed pad as you come out. Going down the straight, stay over to the left to pick up another pad before moving over to the right hand side to hit a third as you go into the second tunnel. The next left turn is quite deceiving, it begins fairly shallow but sharpens nearer the end where there are two speed pads waiting for you. You may need to tap the left airbrake slightly as it sharpens. Hit the pads and swing the craft round the next right and over the ramp.

There is another fairly shallow left waiting as you land. There is another speed pad on the left if you can control the turn. Once you are out of the tunnel, move over to the right to pick up the last speed pad before taking the final shallow left and over the finish. Use your speed boost to take you over the line, it will also give you a small advantage on the next lap.

```
\\//      :MODESTO HEIGHTS:    \\//  
//\\=====//\\
```

Reinforced rock-crete through the tenements and metro-link of the old Modesto hi-stacks.

LENGTH - 4576m
HEIGHT - 211m

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:12	1:53	2:16	2:00	2:18
SILVER	2:15	1:56	2:19	2:03	2:21
BRONZE	2:18	1:59	2:22	2:06	2:24

Modesto Heights gets fairly complicated in places, here is where you start to see the more manoeuvrable ships shine. There is also a fast chichane section reminiscent of P-Mar Project. It's one of the better looking tracks as well, plenty of lovely neon signs to gawk over.

Straight away you are met with two 90 degree right turns in quick succession. This can be treated as a shallow hairpin. Turn towards the apex and aim to brush it as you take the turn. Your ship needs to end up on the left hand side of the track ready to do the same thing with the next one. Coming out of the second turn you are met with a long declining straight. Stay over to the left if you want to hit a speed pad before going down the straight. There are two more speed pads further down, one on the right followed a short way along by one on the left. Stay to the left unless you plan on crashing in the next corner.

The next section is brutal if you're in a heavy craft. There is a sharp right turn at the bottom of the straight that is inclined. Be careful not to overturn here, the slope will pull your craft over to the right. On exiting, there are two sharp turns to the left, quickly followed by a shallow right on the exit. If you can exit the previous turn facing slightly over to the right, you can swing the back end round into the first left, the second left may require a bit

of sideshifting to line you up for the exit. Once you're through there, there is a double speed pad waiting. Hit that and take the quick left-right chicane, trying to end up over to the left to hit the speed pad. Swing back over to the right to hit the speed pad before the evil chicane section. Upon hitting this speed pad, immediately try to line yourself up so you're as close to the central line through the turns as possible, you can then take them simply by using a series of quick taps to the left and right as necessary. On exiting, there is another double speed pad over to the right.

The next turn is a fairly shallow right hairpin sloping towards the right. The slope means you don't have to steer as sharply as you'd think, try to let the corner take itself. There is a speed pad on the left near the vertex if you want it, but on exiting, try to end up on the right. There is a small grid of speed pads here, with a double on the right. Hit the double and go over the jump. Barrel roll here and be ready for a 90 degree right turn. It's very easy on the higher speed classes to turn too early and hit the apex, you might want to avoid barrel rolling until you're confident you can take the final turn. Once through, boost over the line to finish.

```
\\// :CHENGHOU PROJECT: \\//  
//\=====//\
```

Feel the pulse at the corporate heart of the mid-town projects.

LENGTH - 4866m
HEIGHT - 109m

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:34	2:15	2:36	2:20	2:43
SILVER	2:37	2:18	2:39	2:23	2:46
BRONZE	2:40	2:21	2:42	2:26	2:49

Chenghou Project is a fairly technical circuit, but it has its fast sections as well. There's also a real awkward corner near the start that I've seen the AI cock up on more than one occasion. This will also be your first encounter with an open section.

In front of you as you start is a long shallow right hander. Ignore the speed pad on the right if you're doing a fast speed class and try to stay near the outside as you take this corner. This will bring you onto a speed pad as you near the end. You should see the track start to widen and a very sharp left hairpin directly in front of you. Get over to the right hand side and use your left airbrake to swing the craft into the corner, then use the sideshift to keep yourself off the back wall. It will help to let up on the thrust in this corner, turning becomes much more responsive. Try not to hit the apex, the AI tends to do it a lot.

Bring the craft into the centre onto the speed pad and take the two jumps. If you're confident with the next corner, you can barrel roll off the second jump for a boost, but you'll need to left sideshift as you go in to stop yourself ploughing into the outside wall. The next corner is a long left with an outward slope. This means it is higher on the inside, so you'll slide towards the outside. Try to stay close to the inside on this one. As you exit, come over to

the outside and onto the speed pad on the right. Boost across the open section and hit the speed pad on the left as you finish the boost.

Next is quite a fast right-left. Both are quite sharp, but both are inclined, so a short press of the airbrakes will be enough to get you round. Try to come out of the left hander on the left hand side, this will bring you onto a speed pad before you take the large jump. Barrel roll as you go over, but be prepared for a quite tricky section. Incidentally, hold up on the D-pad/nub as you land, this will keep the nose down and stop you from flipping. Going into the tunnel, you will be met with a shallow right quickly followed by a tricky left-right chicane. If you can, try to stay over to the right. The chicane will require quick airbrake use, Turn towards the left apex before swinging the craft into the right turn. Aim to end up on the left hand side which will bring you onto a double speed pad to take you over the line.

```
\\// :BLUE RIDGE: \\//  
//\\=====//\\
```

Like nature but nicer. The Blue Ridge commuter hab-zone welcomes careful drivers.

LENGTH - 4780m
HEIGHT - 163m

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:32	2:11	2:36	2:20	2:43
SILVER	2:35	2:14	2:39	2:23	2:46
BRONZE	2:38	2:17	2:42	2:26	2:49

Evil corners are everywhere you look in Blue Ridge. From tight chicanes to tightening corners to high-sloped corners, you'll have to be very meticulous with your racing line to come out on top here. It's also the only track I really don't recommend going for a boost start. The guide for this circuit was written by Martin Romer.

At the starting line try to get over to the right side (except for your starting lap, of course, where your position may vary), and try to cut the left turn right at its apex, without brakes. As soon as your craft is pointing in the direction of the apex of the second (right) turn, straighten out, pass the apex, adjust a little to the right and do a sideshift right. That should have brought you to the right side again, while in the 3rd (left) turn. Follow the curve staying on the right side, adjusting as necessary. Make sure to hit the speed pad. Stay on the right side, catch the speedpad before the tunnel, then point your ship to the left, again without airbraking, passing the apex of the slight left. Straighten out and you should be pointing at the apex of the next, harder left. Cut the corner close, with a little tap on the left brake, and you should go right over the boost pad, boosting you slightly to the right side and over the next boost pad. Take it straight, bringing you over to the left side for the boost pad at the edge of the jump.

For the jump there are two lines: 1st line - used in Vector, Venom and Flash - look to jump into the middle of the track and pitch down to catch the boost pads. Then turn hard right, right next to the apex, to catch the speedpad on

the very right as you exit. 2nd line - used in Rapier and Phantom - pitch up a little, point your ship in the direction of the apex of the right turn while in the air, and do a barrel roll. You should land pretty close to the apex, turn your ship hard right while it is boosting, do a sideshift right if needed, and you should be right on the boost pad. The slope of the corner should be enough to help you take it without using the airbrakes. Here the two lines come together again. As soon as the boost from the pad starts to wear off (which will be pretty soon, since you're going slightly uphill), use your boost.

Be sure to catch the two pads on the way to the tunnel, then stay in the middle, or, if you know exactly when the hard right will kick in, try to stay on the very right for some extra tight line. When the hard right kicks in, follow it, staying pretty much in the middle of the track, adjusting your line with some right airbraking, or more ideally, using sideshift. As soon as you hit the boost pad, straighten out and try to stay in the middle of the longer left turn. As soon as you can see the beginning of the hard right, move a little to the left to align for the turn, then hit hard right using the right airbrake (on the faster speeds) until you are heading parallel to the finish line. As soon as you pass the apex at the right, do a sideshift right, which will place you on the left of the two speedpads. Head over the line to complete the lap, but remember the sharp turn that awaits you at the other side.

```
[009B]          \-\/-/          **BETA LEAGUE**          \-\/-/
                /-/\-\/\=====\/-/\-\/\
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The ascent continues up through the four Beta League tracks, through cities and over mountains on to ludicrous heights.

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\\//      :SINUCIT:      \\//
//\ \=====//\ \
```

Open 24/7. Navigate the pleasure pits and disco palaces of the upper side.

LENGTH - 6117m
HEIGHT - 141m

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	3:14	2:44	3:14	2:44	3:16
SILVER	3:17	2:47	3:17	2:47	3:19
BRONZE	3:20	2:50	3:20	2:50	3:22

Sinucit has become one of my favourite tracks, it has a distinct angular feel to it in parts with plenty of straights followed by sharp corners. The track also splits in two parts as well. While both branches of each split are equal length, the speed pads and weapon pads are different.

Start by going round the first left hander, staying close to the centre for a speed pad. You'll encounter the first split here. This is just a simple circular piece of track, you can go either left or right depending on your own preference. I always go left. Just don't fall down the middle, it's open. After this is a pretty sharp left hand hairpin. It is slightly sloped, but a quick

sideshift may help here. Try to end up on the left hand side, there is a double speed pad. The next one is a sloped right hander, this can be taken just by near-skimming the apex before sliding back to the outside. There is another speed pad here.

The track undulates from side to side here, so try to stay as close to centre as possible. The next corner is another sloped left, take this one like the previous. Boost as you exit the corner. Up ahead is the second split. Two sections of track that double back on themselves taking you to a section of track above. Like before, they are both equal in length and both contain a speed pad. However, the left path has its pad earlier than the right. You don't particularly want to hit a pad while still in a corner, so go right. The pad here is near the exit.

Once the track has converged again, you'll see a shallow right turn ahead. Try to end up on the outside of this corner for a speed pad. The next turn is a very sharp inclined right hairpin. This is quite hard to take without drifting into the outside wall. Keep tapping the airbrake here, and you may need to let up on the thrust as well. Whatever happens, you must finish up on the left hand side to hit a double speed pad down the straight.

The final corner series is quite tricky. The first is a sharp left hairpin (although not as sharp as the previous corner) followed by a quick right turn, then onto a chicane. The hairpin can be taken with quick taps of the airbrakes, but you want to end up near the inside for the quick right. You'll see it coming by two speed pads, so let up on the thrust here for a split second and try to end up on the right hand side as you exit the right turn. The final left-right chicane leads onto a jump over the line, but it is quite hard to get a good line in. Try to turn fairly early for each, and letting up on the thrust briefly before entering will help a little. The jump is just high enough to barrel roll off of, but remember the first corner. It's very easy to slam into the outer wall when shooting over the line.

```
\\// :CITTA NUOVA: \\//  
//\\=====//\\
```

5.4km of high density carbo-steel hybrid. The Citta Nuova residents association respectfully asks you to fly with due care and attention

LENGTH - 5408m
HEIGHT - 151m

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:50	2:29	3:04	2:44	3:10
SILVER	2:53	2:32	3:07	2:47	3:13
BRONZE	2:56	2:35	3:10	2:50	3:16

The most evil track since Silverstream. Citta Nuova is the ultimate technical course of Wipeout Pure, and will have you tearing your hair out for days trying to race it on Phantom. Aside from an extremely tight hairpin, there are also a series of undulating chicanes that can easily throw you over the side. The track intro says it all - fly with due care and attention.

The course starts with a 90 degree right hander into a shallow left hairpin. End up on the left hand side of the first turn to hit a speed pad. Take this hairpin by starting on the inside, moving over to the outside at the peak, and then back to the inside to finish. This will take you over two speed pads. A long straight follows with a speed pad dead centre. The track peels off to the right slightly before swinging violently left. You'll need heavy airbrake usage to manage this, and try not to hit the apex. The track immediately swings back to the right, use the same technique here. Don't be frightened to let up on the thrust a little in these corners.

A speed pad on the left hand side takes you up a short straight to the sharpest corner in the game. A 180 degree right hairpin. Do NOT attempt to take this corner from the inside, you'll slam into the apex. Get over to the left hand side of the track long before you reach the corner. You'll literally need to slam on the right airbrake while taking this corner, and you MUST let up on the thrust. Sideshift over to the right as well, it's very likely you'll take it too wide otherwise. Hit the double speed pad on the left to get going again. A fairly shallow right leads into the corner series that destroys many pilots on this course.

What follows is a series of three left-right chicanes that snake up and down as you take them. As you exit the right hander you should see yourself going over a peak. Whenever you approach a peak, let up on the thrust. The only time you should have full thrust on is at a trough, which is usually as you exit a left turn. Enter the first left turn aiming to finish up on the inside near a speed pad. Stay on the outside going into the right and turn fairly sharply into the peak. You MUST let up on the thrust going into this next corner or you'll leave the peak too high and slam into a sign above the tunnel entrance. As before, take the left on the inside and move towards the outside for the right until you reach the peak. Repeat one more time for the last chicane. While taking this corner series, you may find it beneficial to sideshift to keep the craft in line, it's very hard to control it when the track is undulating so much.

When you finally exit the tunnel after the last right turn, the track turns slightly left, then almost immediately goes into a shallow right followed by a tight left hairpin. You may be airborne after coming off of the last peak. If you are, drop the nose and try to land in the turn before the hairpin. You can skip the first turn if you have enough height. Going into the hairpin, let up on the thrust and slam on the left airbrake. Left sideshift as well. This should be enough to lead you onto a double speed pad. One last slight left turn will take you over a speed pad and over the line.

\\// :SEBENCO CLIMB: \\//
//\\=====//\\

4.8km of treacherous icy track circles the lower flank hydro-farms.

LENGTH - 4813m
HEIGHT - 474m

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:21	2:02	2:29	2:14	2:38
SILVER	2:24	2:05	2:32	2:17	2:41
BRONZE	2:27	2:08	2:35	2:20	2:44

I personally despise this track. Sebenco Climb spends most of the time upright. The inclines and slopes on the corners on this circuit are pretty heavy. One corner is almost vertical, and can be extremely difficult to recover from if you take a weapon hit there.

Right in front of you is a wide left hairpin. Nothing to worry about, apply the left airbrake and you'll easily navigate it. If you can end up slightly over to the right you'll hit a speed pad before the incline. If you're feeling confident and you're going fast enough, you can barrel roll once you leave the peak. There is a sharp right hander on the other side though, so you need to start turning while still in mid air. It is slightly inclined so don't take it too aggressively.

Going up another slope, you'll come to another fairly sharp left. Try to stay near the centre here, there are two speed pads about halfway round. Another incline is ahead of you followed by a very sharp right hander. While possible, it is near suicide to barrel roll off of the peak. Hit the airbrakes hard and early to get round this one, and try to hit the speed pad in the centre as you exit. Up the slope is a shallow right bend onto a long wavy straight. The way the track undulates here may make it difficult to hit the speed pads here. Start over to the right to hit the double speed pads before moving over to the left to hit another.

As you near the end of the straight, you will see another speed pad on the right, but do NOT hit it unless you are very confident with this next corner. This corner is nearly vertical, and it is highly recommended you stay near the top edge as you take it. Excessive swaying from top to bottom can flip your craft over, especially as you exit. As you come out, you will see a quick chicane series ahead. Line your craft up straight down the middle and boost through the lot of them. There is a quick jump at the end of this corner series followed by a quite shallow right hairpin. This is quite easy to take, and if you can hit the speed pad in the centre as you exit, it will take you nicely through the last shallow left and over the line.

```
\\//      :SOL 2:   \\//  
//\\=====//\\
```

4.4km at the top of the world. Don't look down!

LENGTH - 4400m
HEIGHT - 218m

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
-----	-----	-----	-----	-----	-----
GOLD	2:16	1:55	2:15	1:55	2:16
SILVER	2:19	1:58	2:18	1:58	2:19
BRONZE	2:22	2:01	2:21	2:01	2:22

A relaxing way to end the Beta league, Sol 2 is a fast track with several open sections to wreak havoc on. With only a few even remotely sharp turns, this track is one that the faster craft excel on. Keep an eye on your shields though, it can get pretty violent.

The first corner is a fairly shallow right hander. A little airbrake usage may be necessary for the heavier craft, but it's pretty easy. Hit the speed pad on the right hand side when you exit. The next part is a long open straight. It is sloped over to the left so you'll need to keep your craft under control or risk flying off. There are three speed pads along this part, one on the right, one on the left, and another on the right near the end. The first is near the peak of the slope, hit it and carefully move over to the left hand side. This will allow you to hit the next one before moving back over to the right for the last one. When taking this open section, be very careful not to hit the two raised sections on the side of the track, they will throw you into the air and most likely off the track.

The next corner is quite sharp, if you're going at any decent speed you'll need to sideshift at least once when taking it. The track thins out slightly at the end of the corner, try to line yourself up with the central speed pad. Following this thin straight is another sharp right hander, but is slightly more forgiving than the previous one. Airbrakes will still be required, but no sideshifting unless you're really going some. There are three speed pads in a triangle formation on the exit. If you are slightly over to the left or right, you can hit two. There is another speed pad on the left as you go up the straight. The next corner is a pretty easy right leading into a left curve. If you can get onto the inside for the right turn, you can hit a speed pad.

The final turn is a quite sharp right which immediately follows the left curve. The line through here is pretty tricky to follow especially as you can't see the last corner until the very last second. As soon as you enter it, immediately slam on the right airbrake and you may need to sideshift as well. The last straight has two speed pads in the middle of the track. Hit one and then boost over the line.

[009C] \-\/-/\ **GAMMA LEAGUE** \-\/-/
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The Gamma League tracks, as diverse as they are tricky. Fly from the guts of the city, through shopping districts, parks and on to mountain peaks.

\\// :EXOSTRA RUN: \\//
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Take a trip through the W-Proc quarter and purification plants of Exostr Run.

LENGTH - 4040m
HEIGHT - 190m
OBTAINED BY - Gamma Pack 3 (JP), Gamma Pack 2 (US), Gamma Pack (EU)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	1:50	1:31	1:48	1:34	1:48
SILVER	1:53	1:34	1:51	1:37	1:51
BRONZE	1:56	1:37	1:54	1:40	1:54

Exostr Run is a very fast track, and is a good introduction to the Gamma

league. It does have a couple of corners that could potentially catch you off guard, but nothing too serious. The tunnel corner is pretty dark though, so keep your eyes open.

The first turn is a very shallow right that takes you down towards the tunnel. It is slightly sloped as well, so turn to account for this. If you can, move over to the right hand side to hit a double speed pad. The turn into the tunnel is a bit sharper, but is also sloped. Contrary to how the corner looks, you do not need to take this sharply at all. If you aim for the speed pad near the outside wall and follow it round, you won't need to airbrake. However, level yourself out as quickly as possible, as the slope goes on slightly beyond the corner. If you overturn the corner, the slope will carry you into the right hand wall. Being too enthusiastic with the airbrakes will also cause the craft to bob from side to side as you exit the slope. To limit the side to side motion, finish the corner as far over to the left as possible.

Inside the tunnel there are two speed pads side by side, try to hit one if your craft has levelled out. On the other side there is a fairly sharp left hander that can be taken quite quickly. No sideshifting necessary, but tapping of the left airbrake will ease your passage through. There is a speed pad in the centre of the track near the exit. A slight right curve is followed by a tunnel entrance containing a pretty sharp left hander. It's quite dark in the tunnel making the corner apex hard to see. Hit the central speed pad in the tunnel entrance and slightly let up on the thrust, hitting the left airbrake to swing your craft through the corner. You can use a left sideshift to bring yourself away from the back wall if you overshoot the corner a little. Hit the double speed pad in the centre to bring yourself onto a short straight. Another speed pad is waiting over to the right.

There is a short left curve up ahead. As you enter this, let up on the thrust a little as it is hiding a rather nasty right hairpin. Reducing your speed slightly through the curve will allow you to take the corner at a better angle and with slightly less airbrake usage. Heading back up the slope, there is one last shallow right up ahead. However, the incline of the track does not allow you to see how sharp it really is. Be ready to turn a little further than you would expect. If you end up on the inside there is a speed pad waiting. Hit your boost and cross the line.

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\\// :UBERMALL: \\//  
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Credit guaranteed regardless of financial history. 4.8km conveniently housed in spectacular Ubermall. Hungry? Why not visit our foodcourt?

LENGTH - 4860m

HEIGHT - 185m

OBTAINED BY - Gamma Pack 3 (JP), Gamma Pack 2 (US), Gamma Pack (EU)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:17	1:56	2:16	2:01	2:23
SILVER	2:20	1:59	2:19	2:04	2:26
BRONZE	2:23	2:02	2:22	2:07	2:29

If you thought Citta Nuova was hard, Ubermall is just as bad at times. A technical circuit with corners in places you'd least expect them. This course needs to be taken quite carefully, as it's easy to get stuck on an apex when the track can just disappear from in front of you.

The track starts with a very shallow right-left chicane that is slightly sloped, this can be taken very easily. Hit one of the speed pads on either side of the track. The next turn is a fairly shallow sloped right hander. Again, no fancy techniques needed here, maybe a quick tap of the right airbrake. Another short straight follows with two speed pads side by side. Hit one of them and take the next right hander, which is exactly the same as the previous corner.

Now things start getting tricky. Up ahead is a track split. Quite similar to the first split at Sinucit, the two branches form a loop that converge again a little further up the track. However, this time the branches are angled rather than being circular, and the corners in them are pretty sharp. I normally take the right branch as the previous corner gives you a good line in. If you're going at speed, you will definitely need to use the airbrakes through this corner series. Going through the right branch, the corners are right, left, left, right. Turn slightly early and you will get a good entry through the first corner. Take the second in a similar way, and if you can end up on the outside, you can hit a speed pad. Let up on the thrust a little before taking the next one. Hit the left airbrake to take your craft through and then almost immediately switch to the right to exit the branch. If for some reason you choose to take the left branch, just reverse the directions, it's an exact mirror of the right branch.

The next part of the track is a narrow bridge-like structure. The walls on either side are raised and the track becomes so narrow you can't fit two ships side by side. There is a speed pad on the peak to take you down to the next corner. Incidentally, you can barrel roll off of the peak if you have enough speed, but it is extremely difficult to navigate the next set of corners if you do, so I recommend against it. Ahead is a quick right-left chicane. Begin your right turn early and aim for the speed pad on the inside. As soon as you hit this, quickly turn left into the second part of the chicane. Both turns require airbrakes. Once through, hit the double speed pads a little further up the track.

The track now curves round to the right on a slight slope. The initial curve isn't difficult with slight application of the airbrakes, but there is an absolutely evil corner waiting at the top. Without warning, the curve suddenly sharpens and it quickly leads into a sharp left turn. As you are already on a right curve, it is extremely difficult to acquire a good line in. Try to get a feel for when the curve is about to tighten, and when it does immediately let up on the thrust. This will allow you to turn more sharply into the tightened right and get you over to the inside of the corner. Again, let up on the thrust slightly and slam on the left airbrake. Sideshift as you clear the apex and you will finish up on a speed pad to take you underneath the tunnel. One last speed pad is waiting on the left to take you up the final straight. You should see a peak in the track ahead. Boost now and you will fly into the air. Use this opportunity to barrel roll to give you a boost into the next lap.

\\// :STATEN PARK: \\//
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Designed by committee, run by bureaucrats, raced by professionals. Now 20% less

artificial.

LENGTH - 4346m

HEIGHT - 163m

OBTAINED BY - Gamma Pack 1 (JP/US), Gamma Pack (EU)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	1:53	1:36	1:50	1:37	1:50
SILVER	1:56	1:39	1:53	1:40	1:53
BRONZE	1:59	1:42	1:56	1:43	1:56

Staten Park is another fairly fast track, although the first 40% or so of the course would suggest otherwise. A slight technical corner series leads into a long undulating straight with a shallow curve to finish on.

Over to the right of the start line is a set of double speed pads. You might not be able to hit them on your first lap, but it is definitely worth remembering for subsequent laps. The first few corners are quite shallow and lead onto short straight sections, but the track itself consists of very slight chicanes. I say they are straights because there is no actual turning necessary, the central line through them is like a straight section of track. The reason I mention them is because they can make the approach into and out of corners quite awkward, and it is easy to hit a wall section that is jutting out as you exit a corner. The first corner is a shallow right. Take this one as wide as you like as there is another shallow right at the bottom of the straight and the wall has slightly curved away on the outside. This will give you a more direct line into the second right. Aim for the apex of the second corner and go over the speed pad. You should see another wall section jutting out on the left ahead. Again, aim just to the right of its apex and you should end up on another speed pad.

Another shallow right follows, but this time it is slightly sloped and waves about a little. Try to stay slightly over to the outside when tackling this one and move over to the right as the slope recedes to hit a double speed pad on the right. A fast left-right chicane follows. Turn early and aim to hit the speed pad near the right wall as you exit the first corner. Out of the chicanes and you will see a double right turn ahead making up a near-hairpin. This one is shallower than a lot of hairpins you should have tackled already. Start on the outside, swing in and move out again as you exit, aiming to hit the speed pad on the back wall. Repeat for the second corner.

From here on it is a long sprint to the finish. Upon exiting the second right, boost up the raised section in front of you. This will get you airborne and allow you to barrel roll. Try to land slightly over to the right so you don't have to worry about the slight left kink in the straight. Up ahead is a shallow left hander with a small jump. Hit one of the speed pads as you go over. The final turn is a fairly shallow right leading onto the home straight. Sway slightly to the outside to hit a speed pad before coming back over to the inside to finish. The last speed pad here will take you over the line. If you stay on the right, you will hit the double speed pads at the start of the next lap.

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Fly where the mountain meets the sky. 4.1km of narrow, sweeping track. Welcome to Sebenco Peak.

LENGTH - 4135m

HEIGHT - 259m

OBTAINED BY - Gamma Pack 2 (JP), Gamma Pack 3 (US), Gamma Pack (EU)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:04	1:43	2:03	1:47	2:10
SILVER	2:07	1:46	2:06	1:50	2:13
BRONZE	2:10	1:49	2:09	1:53	2:16

Sebenco Peak is fairly technical, with one corner right near the end that I can't take without hitting the sides for the life of me. There aren't many fast sections here, and like Sebenco Climb, sharp corners are very common. Learn your airbrakes for this one. This is without doubt my most hated track.

The track immediately loops up and to the right. The corner is fairly shallow but a slight tap of the right airbrake wouldn't hurt. Up ahead is a sharp left on a slight inward slope. At the entrance to this corner is a speed pad on the left, I don't recommend hitting it as it'll probably screw up your racing line. Stay close to the inside for this left hander and try not to turn too sharply, it's quite easy to hit the apex on a sloped corner. Two speed pads side by side wait at the end of the corner followed by a small jump. If you're feeling really cocky, you can barrel roll off of here but the next corner becomes extremely difficult to successfully navigate.

Land on the left of the track to hit a speed pad and immediately move over to the right, there is a very sharp left hairpin right in front of you. Let up on the thrust slightly, hit the left airbrake and sideshift to the left once you pass the apex. Even with the sideshifting you should end up on the outside of the corner to hit a speed pad before immediately switching to the left to hit a double speed pad. Try not to pick up too much speed here, there is an evil double chicane series right in front of you. The corners go right-left-right-left. Get over to the left and turn early into the first right hander. Just before you reach the apex, swing the craft to the left and immediately left sideshift. Again, once through, go right and right sideshift. You'll need to sideshift through this series as the tightness of the corners make it very hard to keep your speed up without slamming into the wall. The last left isn't quite as sharp as the previous corners, try to get over to the inside to hit a speed pad.

The track curls round slightly to the right and begins to tilt towards the left. Hit one of the speed pads and get ready for a really evil left hand hairpin. In all honesty it really isn't all that sharp, but the tilt of the track makes it extremely difficult to judge exactly how sharp and how long it is. I'll admit, I've never been able to regularly do it without slowing down a little before hitting the corner. Let up on the thrust and try to swing towards the inside without letting the tilt take you into the apex. It's hard and it'll definitely need practice. Once through, boost down the last straight and aim to take the last right bend on the inside. The speed pad there will take you over the line.

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[009D]          \-\/- /      **DELTA LEAGUE**      \-\/- /
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The Delta League tracks are housed in purpose-built hub constructs, brought to you by entertainment confinement systems.

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\\//      :KOLTIWA:    \\//
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5.0km around the mag-rails and reactor of Koltiwa, now housed within a purpose-built hub construct

LENGTH - 5006m

HEIGHT - 255m

OBTAINED BY - Delta Pack 2 (JP), WIRE05 Pack (JP, WIRE05 branded),
Delta Pack (EU, Puma branded)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
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GOLD	2:13	1:52	2:12	1:54	2:11
SILVER	2:16	1:55	2:15	1:57	2:14
BRONZE	2:19	1:58	2:18	2:00	2:17

Koltiwa is not quite as fast as it's sister Delta league courses due to some quite nasty corner work, most notably a chicane series early on and an evil hairpin near the end. Quite a fun track.

The first corner is a fairly sharp left hand hairpin. Start over to the right and stay wide until you hit the first outside speed pad. Then use the left brake to bring yourself back over to the inside to hit another pad near the exit. A loose right-left-right chicane series follows. The first right is very shallow with a speed pad on the apex. The next two are progressively tighter. Stay as close to the apex of the second corner as you can using a tap of the left brake to bring you round, and then use the right airbrake to swing into the last right hander. Stay near the centre of the track to hit a speed pad to take you over a jump.

Barrel roll off of the jump and aim to land dead centre to hit another speed pad. Up ahead is a pretty shallow left hander with three speed pads scattered across it. Start on the inside to hit the first one, then swing out to the right for the second. The third requires you to be on the outside on the exit and will give you a poor run in to the next corner series, so get back over to the inside. Another shallow right-left-right chicane follows this corner. If you are over to the left, you can move right and aim to brush the apex of the first corner quite easily, and at the same time giving you a perfect line past the second apex. A quick tap of the right brake will take you through the last corner and over one of two speed pads.

Koltiwa's little nasty surprise is up next. A fairly long straight is immediately followed by a very sharp left hairpin. Not quite as sharp as Citta Nuova's trademark, but it'll still ruin your race if you try to take it on the inside. There is actually a very fast line through this one and it needs

precise work with the left sideshift. Use the straight to get right over to the right hand side of the track. As soon as you see the apex approaching, use the left brake to point just ahead of it and then immediately left sideshift into it. A speed pad is waiting on the apex. As soon as you hit it, let up on the thrust for a split second and slam on the left brake. Hopefully the craft has enough momentum to swing back out to the right hand side as there is a speed pad waiting. Head over the jump and barrel roll. Below, the track curls round to the left before sloping upwards and curling back to the right as it peaks. Hit one of the three speed pads as you land from the roll and try to hit the peak on the right. This will take you over a double speed pad. Boost over the line to finish the lap.

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\\// :ANULPHA PASS: \\//  
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Centrifugal chamber and binary emitter bypass now housed within a purpose built hub construct

LENGTH - 5097m

HEIGHT - 170m

OBTAINED BY - Delta Pack 1 (JP), Delta Pack (EU, Puma branded)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:13	1:51	2:05	1:48	2:00
SILVER	2:16	1:54	2:08	1:51	2:03
BRONZE	2:19	1:57	2:11	1:54	2:06

Anulpha Pass is a very enjoyable track, and it's also pretty fast. Plenty of room to move with only a couple of tricky corners. It also has a shortcut split near the end. If you can take a slope correctly, you will jump onto a section that will allow you to bypass a chicane series.

Funny enough, the first corner is the sharpest on the track. A shallow left hairpin. Easy enough to take, start on the inside and slowly move over to the outside to hit three speed pads during the corner. A straight follows. Move over to the left again and keep an eye out for three speed pads in a diagonal pattern. The nearest is on the left. Try to hit the left one and then move over quickly to clip the central one. Up ahead, the track waves to the right and back to the left. The track becomes slightly sloped towards the left, try to stay towards the left as you take the first curve. This will bring you over one of two speed pads side by side. The track thins out ahead. Move over to the middle of the track as soon as you hit one of the speed pads. You should see another one ahead, if you aim for this you should be okay. Again the track curls round to the left and back to the right again. Stay towards the right this time for another speed pad. There is a fairly sharp double left following this, but if you use the same strategy of aiming to brush the apex you shouldn't hit anything. Try to hit one of the three speed pads after the first turn.

Now, ahead you should see the track suddenly tilt up to the right before cutting off. This is quite a significant split. The normal course goes off to the left, but if you can hit the slope correctly, you can land on a thin open strip of track that will take you all the way to the line. Firstly I'll

describe the left path. After the small jump you'll land on a fast section of track that curves left-right-left-right. The curves are very shallow and so the track is as good as straight here. Stay on the inside when near a right hand apex and you'll hit two speed pads, one after each apex. Finally, boost over the line to finish.

On the other hand, if you choose the shortcut you're in for a challenge to keep your ship on the strip. As I said, the track is very thin and is completely open, so one wrong move and you're going off. Initially, the track has a very slight right-left slope. Land on the strip facing ever so slightly over to the right and the slope should bring you level as it flattens out. Keep the craft facing dead centre at all times after that. The strip will take you over three speed pads and finally drop you off just before the line. If you're quick enough, you can barrel roll off of the end of the drop before boosting over the line. If you can't, just boost normally.

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\\//      :KHARA DESCENT:  \\//  
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4.5km across the redeveloped Khara Descent complex now housed within a purpose-built hub construct

LENGTH - 4478m

HEIGHT - 194m

OBTAINED BY - Delta Pack 2 (JP), Delta Pack (EU, Puma branded)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:00	1:42	1:57	1:44	2:05
SILVER	2:03	1:45	2:00	1:47	2:08
BRONZE	2:06	1:48	2:03	1:50	2:11

Khara Descent is without doubt the most visually stunning circuit so far in Wipeout Pure. While it is the shortest Delta course, Khara Descent is also by far the most technical. There's only a couple of fast sections here, most of the course involves navigating tricky corners, one of which is open on one side. It is still pretty wide though, making for some violent action.

The course starts with a pretty tricky corner series, containing shallow corners that immediately lead into sharp ones. Start the lap over to the right and you should be able to get a straight line through the light right-left chicane. There is a speed pad on the left apex. Quickly tap the left brake as you enter the apex and as soon as you hit the pad, slam on the right brake. This should line you up adequately for the fairly sharp right waiting on the other side of the chicanes. As you exit, the track quickly curls left before presenting you with another sharp right hander. Hit one of the speed pads on either side of the track and move over to the left. Stay near the outside of this corner and right sideshift through it, this should bring you onto the left hand speed pad on the exit.

The track now splits briefly into what is probably the fastest section in Wipeout Pure. Two straights run side by side each consisting of three peaks. If you have enough speed as you go over a peak, you can barrel roll off of it. I prefer the left path for its approach to the corner that follows, but the right

path is otherwise identical. Boost over the first peak and immediately barrel roll. This will boost you over the second peak and allow you to roll again. Do the same over the final peak. Three consecutive barrel rolls will really drain your shield, I recommend a heavily shielded craft if you're going to do it a lot. As soon as you land after the final barrel roll, slam on the right brake as you go into another sharp right hander. Right shift if you're going too wide. Try to hit the outside speed pad as you go through the corner.

The track now curls left briefly before going into another light right-left chicane. Hit the speed pad on the apex of the right curve. Ahead is a pretty awkward right hander to take at speed. While it is quite shallow in itself, it is slightly sloped inwards and is open on the bottom edge, so overturning will more than likely send your craft off the track. You need to be conservative here, light taps of the airbrake and no sideshifting until the end. There are three speed pads along this corner, one on the left, one on the right, and one again on the left. Hit the one on the left and carefully move over to the inside to hit the one on the right. Move back over to the inside for the third one, but as you hit it, quickly sideshift to the right. This should leave you on the right hand side for the final corner, which is a left hairpin. This can be taken through the apex with only a left sideshift and perhaps one light tap of the left brake. Hit the speed pad on the right as you exit and head over the line.

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\\// :IRIDIA: \\//  
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Navigate the pulse rings and flux energy controllers of Iridia. 4.7km now housed within a purpose built hub construct.

LENGTH - 4680m

HEIGHT - 290m

OBTAINED BY - Delta Pack 1 (JP), Delta Pack (EU, Puma branded),
Coca-Cola Pack 3 (JP, Coke branded)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:10	1:50	2:05	1:48	2:01
SILVER	2:13	1:53	2:08	1:51	2:04
BRONZE	2:16	1:56	2:11	1:54	2:07

Iridia is one of the fastest tracks of them all, and is surprisingly wide in places. Lots of room to move also means little to hide behind, so most weapons coming your way are going to hit. Triakis and Tigron are ideal for this track, plenty of speed and you're more than likely to actually live through it. On Time Trial though, sit back and enjoy. There are a couple of sharp corners to keep your eyes open for though, but it is otherwise a very short track.

The track starts off in a straight. Two speed pads side by side are directly in front of you, take the one on the right. The first corner is a very wide left hairpin. You should see a speed pad near the outside of the corner. Ignore this, take the corner near the inside and you should come across another speed pad nearer the exit to the corner. Hit this one instead, the other one will make you lose a little time getting out to it. The track will now curl up to the right before hitting you with a pretty sharp left. Stay over to the right

as you approach it and aim to swing your craft onto the speed pad in the mouth of the corner. Let up on the thrust a little as well to aid the turn. Stay over to the right to hit another speed pad going into a right curve. The track immediately curves back to the left and takes you over a jump. Stay near the centre and barrel roll, landing on the two speed pads.

Up ahead is a quite fast left-right-left chicane. As you enter, tap the left airbrake and take it on the inside. Move over to the inside of the right apex to take the right. The second left is sloped in towards the left, so it can be taken a little easier and the slope will aid your exit. There is a speed pad dead centre during the corner and another on the exit. Be careful as you exit, the sun glare is pretty distracting and there is one more slight right turn ahead. Boost over the line to complete the lap.

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[009E]          \-\/-/      **CLASSIC LEAGUE 1**      \-\/-/  
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The past has evolved

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\\//      :KARBONIS:      \\//  
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Neo-tronic recreation of the classic 2050 Karbonis circuit

LENGTH - 3256m

HEIGHT - 129m

ORIGINALLY FROM - WipEout

OBTAINED BY - Acquiring Gold medals in all Alpha and Beta league tracks in
single race in any one class

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	1:46	1:33	1:51	1:40	2:01
SILVER	1:49	1:36	1:54	1:43	2:04
BRONZE	1:52	1:39	1:57	1:46	2:07

Left, right, left, right, left.... bloody hell. Karbonis is absolutely rife with chicanes and is an absolute bastard to race on in later classes. There aren't many straights here, and when there are, they lead straight back into tight turns. This is one you'll need to learn before attempting.

Start the lap over to the left hand side and aim to brush the first right hand apex as you go past. Follow the track through the shallow left and try to move over to the right. The next part is where things start to get tricky. Ahead of you is an incline with a shallow left at the top. The track then levels out and another shallow left leads into a decline. These quick gradient changes can really unbalance your craft and in the worst case can fling your nose up in the air. As you enter the incline, hit the speed pad on the right and stay over to the right as you take the first left. When you take the second left, swing over to the other side and try to shave the apex. As your craft will go over the edge of the decline straight-on, the craft shouldn't unbalance. If you do misjudge it and it starts to rear up, slam the nose down.

Now starts the chicane abuse. At the bottom of the decline is a sharp right-left-right chicane. Both corners are sloped inwards, so it can cause your craft to start undulating. There is a fairly straight line through them, but it is hard to see and even harder to navigate with your craft going all over the place. Line yourself up as you approach and aim to brush first the right, then the left apex. Try to overturn the last right as you want to be over to the right as soon as you exit. Immediately after this last corner is another sharp left-right chicane, and if you take the last corner too shallow, you won't have the right line into this next series. However, you'll have to act quickly as there is a speed pad waiting on the right as you exit. Take this chicane as shallow as you can and head onto the straight.

Ignore the speed pad on the left and boost down this straight, but be aware of the 90 degree left waiting at the end. As you near it, slam on the left airbrake and try to swing your craft into the corner. If you overshoot, use a left sideshift. Hit the speed pad on the left as you exit the corner and follow the track round the shallow left. Get over to the right hand side and prepare for another evil chicane series. This is a triple chicane, left-right-left-right-left-right. The first four corners aren't too bad, but the last two are very sharp and you don't have a particularly good line in. If you are over on the right, turn into the first left early and you should be able to see a fairly straight line through the first four corners. You can navigate them with only a little turning motion. However, the sharp left can catch you off guard. Once you have cleared the second right, turn sharply into the third left and sideshift. This should bring you over a speed pad. The last right isn't as bad as the left, use your right airbrake to take it and go over the line to complete the lap.

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\\// :SAGARMATHA: \\//  
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Neo-tronic recreation of the classic 2097 Sagarmatha circuit

LENGTH - 4544m

HEIGHT - 135m

ORIGINALLY FROM - Wipeout 2097

OBTAINED BY - Acquiring a total of 25 unique Gold medals

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:06	1:50	2:09	1:52	2:09
SILVER	2:09	1:53	2:12	1:55	2:12
BRONZE	2:12	1:56	2:15	1:58	2:15

Sagarmatha is one of my favourite tracks from 2097. It's not overly challenging, making it the easiest of the Classic tracks, but it's hard to get tired of. The corners are plentiful enough to keep you on your toes, but they don't require you to lose all the speed you've built up, making it a pretty fast track too. There's only a couple of bends you need really fret over.

The first set of corners is a fairly tight left-right chicane which leads onto a straight. From the line, move over to the right to hit the speed pad. You'll need to turn early for each of these corners as they follow in quick

succession. Use your airbrakes to swing the front of the craft round the first apex and almost immediately swing it round the other way to take the right. Exit on the left hand side to hit a double speed pad to take you up the straight. Another shallow right-left chicane is up ahead. Very easy to take, go through as straight as you can, brushing the two apex as you go. Hit the speed pad on the left.

The next corner is a fairly sharp right hander. You need to take this from the outside and use the right airbrake to swing your craft through the centre. Going over to the inside will cut off your line and you'll slam into the back wall. Hit the speed pad on the left as you exit. The very shallow right-left chicane ahead can be taken without any hard turning, just stay near the apex of each curve as you go through. Take the shallow right hander that follows and stay over to the left to hit a speed pad. As the track curves right, stay over to the inside for another speed pad and move over to the other side for the shallow left. Exit the curve on the right to hit another pad.

Hit one of the speed pads as you go over the jump. The final turn is a long right hairpin. Barrel roll and try to land on the right hand side. The boost as you land may take you too wide, if it does a small tap of the right brake should bring you back in line. As you near the exit, try to get over to the left hand side to hit a double speed pad. Boost over the line to finish.

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\\// :MANOR TOP: \\//  
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Neo-tronic recreation of the classic 2116 Manor Top circuit

LENGTH - 4199m

HEIGHT - 82m

ORIGINALLY FROM - Wip3out

OBTAINED BY - Acquiring a total of 40 unique Gold medals

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:15	1:57	2:22	2:04	2:28
SILVER	2:18	2:00	2:25	2:07	2:31
BRONZE	2:21	2:03	2:28	2:10	2:34

One of my favourite tracks in Wip3out, the Pure version ranks among my most hated. Manor Top is extremely tricky. Those of you who remember it from Wip3out will undoubtedly recall the 90 degree jump-turns across the rooftops. They are slightly easier here as the corners have been opened up to account for the new physics, but they can still really scare the unprepared. Very technical.

Right in front of you is a left hand jump-turn. These turns are very common on this track. What differentiates them from other turns is that the apex is not curved, it is a sharp vertex. There is also a small jump across a gap in the track. Think of it as two track pieces near each other. They can pretty much be taken like a normal corner, but you have to remember not to get too close to the apex. If you hit it, you will grind to a halt and you will fall through the gap. This first corner isn't particularly sharp, so try to stay near the centre as you take it. Hit one of the speed pads as you land. Up ahead is a long sharp right hand bend. You can take this without braking if you want, but using short

taps of the right airbrake will bring you over to the inside and onto a double speed pad as you exit. The next section is a fairly tricky left-right chicane. From the right hand side, you should be able to see a speed pad on the left inside the first corner. As soon as you see this, aim to hit it, then almost immediately swing round to the right to go over the jump. Below is a short straight section quickly followed by a 90 degree right jump-turn. The right walls of the straight and the opening of the turn are open, so if you barrel roll off of the jump, you should have plenty of time to turn for it.

Now follows the famous Manor Top jumps. A straight section with a very shallow right-left kink leads into an absolutely rotten right-left-right-left 90 degree jump-turn sequence. To make things a little easier here, the apex of each corner is open, so unless you turn way too early you shouldn't hit it. It also makes your racing line into each corner much more shallow. But whatever happens, do NOT slam into the back wall head-on. If you do, your craft will start drifting backwards and will more than likely fall off of the track. Start on the left hand side and keep an eye open for when the right hand wall drops away. As soon as it does, aim your craft to jump off of the corner and onto the next section of track. Sideshifting away from the back wall will also improve your line into the next corner. Take the next corner in the same way, start on the right and swing your craft round to the left as soon as you see the wall drop away, sideshifting as you leave the track. Repeat this twice more for the remaining corners.

Try to end up on the right hand side as you exit the final corner to hit a speed pad. Up ahead is a quick right hander with a shallow left-right chicane behind it. This isn't too difficult provided you don't overturn the first corner. Aim to hit the speed pad on the inside and to end up on the left hand side of the track as you exit. The chicane is shallow enough to be taken straight. Hit a speed pad on the edge of the jump. Barrel roll, and aim to land on the left hand side. The track now curves round to the right, you need to stay on the outside for as long as possible. Hit the speed pad on the left and enter the corner, staying over to the left. You will see two speed pads approach as you near the exit. As soon as you see these, shift over to the right and hit the one on the right. The reason I tell you to do this is for the last corner. The track quickly curls round to the left before hitting you with a 90 degree left jump-turn. The wall on the left is closed this time, so if you approached it on the left hand side, you wouldn't have a hope in hell of taking it. Turn early and you'd hit the apex, turn late and you'd slam into the wall. If you are on the outside as I suggested, you should be able to hit the left airbrake and swing back onto the home straight, landing on the right hand side of the track. You'll probably need a left sideshift as well. Hit the speed pad and the track takes you through a left-right kink before the lap ends. Boost over the line, but be aware of the proximity of the first corner.

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\\//      :MANDRASHEE:    \\//  
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Neo-tronic recreation of the classic 2156 Mandrashee circuit

LENGTH - 3901m

HEIGHT - 196m

ORIGINALLY FROM - Wipeout Fusion

OBTAINED BY - Acquiring a total of 60 unique Gold medals

TIME TRIAL TARGETS:

| VECTOR | VENOM | FLASH | RAPIER | PHANTOM |

----- ----- ----- ----- ----- -----
GOLD 1:53 1:35 1:53 1:40 1:55
SILVER 1:56 1:38 1:56 1:43 1:58
BRONZE 1:59 1:41 1:59 1:46 2:01

I'm very surprised at how well Mandrashee translated to Pure after its initial build based on Fusion physics. The corkscrew has been changed to a heavily banked straight that twists its slope from one side of the track to the other. This makes for a fairly fast section, but the remainder of the track needs to be carefully done. This version of Mandrashee is based on the Course 1 Forward route from Fusion.

The hardest part of this course is actually the first major corner series, after that it's all pretty straightforward. The track starts by curling gently round to the right, with a set of speed pads side by side near the start. This is soon followed by a sudden left-right double corner. If you are over to the left, this shouldn't be too much of a problem, you can aim to brush the apex as you go through. If you end up on the left as you exit the right turn, you can hit a speed pad before being launched almost immediately back into a similar corner series. A very quick tap of the left airbrake as you pass the left apex should be enough to allow you to clear the right apex before applying the right airbrake to take you through the right. You have to be very quick in taking that last corner set as it really is very close to the speed pad prior to it.

After these corner series comes a light curve round to the right onto two double speed pads side by side which leads onto the old corkscrew. The track is initially banked to the right as you enter, and it banks heavily to the left as you go through the section before banking back to the right as you exit. This insane swaying of the track can heavily unbalance the craft if you move around too much from side to side. You need to ride the gradient to ensure the craft stays as level as possible. Start by hitting the right hand double speed pad and riding along the top of the gradient. As it shifts, move carefully over to the left. Now you need to watch for a quick right hander at the end of the straight that is very hard to spot due to the lay of the track. Keep an eye on the right hand side and make your turn as soon as you see the track curve away. If you can somehow end up in the centre of the track, there is a speed pad that will take you over a small jump.

The last corner series is a wide right-left chicane. As you land from the jump, get over to the left hand side for another speed pad. The first right is sloped, so only a light tap on the right airbrake is necessary as you take this corner. Aim to exit in the centre for another speed pad. This will take you into a pretty sharp sloped left. As soon as you hit the speed pad, hit the left airbrake. You want to take this corner on the outside, but aim to slightly overturn so you end up back on the left. This will take you over a double speed pad to take you up the home straight. Boost over the line to finish.

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[009F]          \-\/- /      **CLASSIC LEAGUE 2**      \-\/- /
                /-\/\-\=====\/-\/\-\
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A second batch of favourites, reborn and presented with a new visual twist.

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\\//      :ALTIMA VII:      \\//
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Welcome to Race Space. Hybrid-engineered recreation of the classic 2050 circuit.

LENGTH - 5484m

HEIGHT - 366m

ORIGINALLY FROM - Wipeout

OBTAINED BY - Classic Pack 1 (JP/US/EU)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:37	2:12	2:39	2:22	2:44
SILVER	2:40	2:15	2:42	2:25	2:47
BRONZE	2:43	2:18	2:45	2:28	2:50

Altima VII was the first track I ever played in a Wipeout game so I have a real attachment to it. That said, it can be a very tricky course the first time you play, as most tracks from the original Wipeout were very fluid and didn't give you much time to get your breath before tackling another corner series. It's a pretty long one as well.

The first section is pretty straight, with only very shallow corners to worry about. However, the track undulates quite heavily and on Phantom class especially it becomes difficult to keep a grip on the track. The peaks can also shield the corner from view until the last second. Initially the track winds round to the left before coming back to the right and then going left again. Stay over to the left hand side throughout this series and very quickly let up on the thrust to prevent you from jumping over the peak near the second left if necessary. Stay over to the inside to hit two speed pads and carefully move over to the right for another. This should take you through the apex of a light right hander leading into another light left going further uphill. Another light left will take you over the peak.

In Phantom class (and possibly Rapier) you will hit the peak with enough speed to get airborne. Barrel roll and aim straight down the centre of the decline. to hit a speed pad. There are two more further up, one on the left and one on the right. Hit them if you wish, but the most important thing to remember throughout this straight section is to keep the nose of your craft down at all times. There is a jump ahead with a large overhang waiting to take out the careless pilot. If you don't keep the nose down over the jump (and for the majority of the preceding straight) you will plough straight into it. Assuming you don't, you will land almost on top of a right hander. Start turning just before you land to ease passage through here. If you can, use the airbrake to swing the back end of the craft over the speed pad on the right before turning through the following left hander. The track undulates again here and slowly curls round to the right. The inward slope will also draw you towards the inside wall, so try to swing round to the outside where a speed pad is waiting before exiting on the inside.

The next corner series is fairly tricky, a fairly tight left-right-left-right chicane. It isn't too difficult, but at speed it may take some practice. Ignore the speed pad on the right as you enter and aim straight for the apex on the left. You'll need to hammer on the airbrakes in turn as you go through here, staying as close to the apex of each turn as you can. Sideshifting may help, but at such speeds it may not be responsive enough. On exiting the last left, the track curls round to the right with two speed pads on the inside to help

you round. Now you need to be alert. At the end of this corner is a very quick left-right chicane, and it's far from easy to see. Once you hit the second speed pad, I recommend you move over to the outside and keep a firm eye on the left hand side of the track. As soon as the wall drops away, head straight for the apex on the left hand side. Any later and you'll struggle to avoid hitting the wall. This should hopefully take you neatly through the apex of the right hander as well and into the short straight. There is a speed pad on the right near the exit, but try not to pick up too much speed as there is a rather nasty left hander to navigate onto the final straight. Start over to the right and move towards the apex as you enter. Sideshift away if you get too close to the wall. Once through, boost over the line to finish.

\\// :ODESSA KEYS: \\//
//\\=====//\\

Welcome to Race Space. Hybrid-engineered recreation of the classic 2097 circuit.

LENGTH - 4955m

HEIGHT - 180m

ORIGINALLY FROM - Wipeout 2097

OBTAINED BY - Classic Pack 2 (US), Classic Pack 1 (EU)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:22	2:01	2:26	2:08	2:35
SILVER	2:25	2:04	2:29	2:11	2:38
BRONZE	2:28	2:07	2:32	2:14	2:41

Odessa Keys was an absolute bastard of a track to race on in both 2097 and W30:SE. Low tunnels, twisting corners that hit you where you least expected and track undulations that threw you everywhere but the way you wanted to go. The Pure version is a pale shadow of this evilness, and in this form is hardly recognizable as the Odessa Keys from 2097, which is a huge disadvantage to those who DO remember it because you'll find yourself turning where you expect a sharp corner to be only to find it has either disappeared or has been made much shallower.

The first section is a very shallow right-left chicane. Aim for the speed pad between the two apex and you'll sail straight through. The track then goes uphill and peaks straight ahead. If you pick up enough speed, there's just enough room to barrel roll over it. At the bottom, there is a quick left-right chicane with two speed pads, one on the left and one on the right. Ignore the left one and try to get a straight line through the chicane, clipping the right hand speed pad as you go. The track then curls round to the right. Stay on the outside for this corner, or at least end up on the outside. A double speed pad is waiting on the left just after the exit. The next corner needs to be taken with care, those of you who do remember the 2097/W30 incarnations of Odessa Keys will remember the bottleneck. That's just after this next corner. The turn itself is a pretty sharp left hander. Once you hit the double speed pad, move over to the right hand side and use the airbrakes to swing into the corner. Try to overturn slightly, if you can hit the speed pad on the right at the exit of the turn, you should be able to point your craft through the centre of the bottleneck.

Up ahead is a fairly sharp right hander. Move over to the left on the approach to hit the speed pad, then immediately turn towards the inside, using the airbrake as necessary. This should give you a clean entrance and take you over a speed pad on the right. A short straight follows which leads over another peak. Try to barrel roll over this one. After the peak, the track curls round to the right. Hit at least one of the two double speed pads through this section. If you want to hit both, start on the left and try to aim the craft over towards the right hand side of the track. This may give you a poor entrance to the next corner series if you can't pull it back in time though. Two fairly shallow left handers in quick succession follow. Take the first one on the inside before moving over to the right, then hit the speed pad before taking the second one in the same way. Make sure you don't end up on the inside between the two corners or it'll be difficult to navigate them without hitting anything.

The rest of the circuit is pretty straightforward. Following the double left is another peak. Barrel roll over this and be ready to slam on the right airbrake as there is a right hander waiting for you as you land. It's not too sharp so you should be able to handle it even while boosting. There is a speed pad on the inside if you can hit it as well. This corner will take you up over another peak which is slightly shallower than the previous ones, so you may be hard pushed to barrel this one. Now, this corner series coming up used to be a very nasty left hander into a very sharp right, but as you can see it has been tamed quite dramatically. Stay over to the left to hit the speed pad and aim straight for the apex of the right turn. Ignore the track when it curls to the left slightly, treat this as a simple right turn. Hit the right airbrake to ease passage through and finish the corner by moving over to the right to hit a speed pad. Boost over the line to finish.

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\\//      :PORTO KORA:    \\//
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Welcome to Race Space. Hybrid-engineered recreation of the classic 2116 circuit.

LENGTH - 4713m
 HEIGHT - 137m
 ORIGINALLY FROM - Wip3out
 OBTAINED BY - Classic Pack 2 (US), Classic Pack 2 (EU)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:19	1:49	2:12	1:53	2:13
SILVER	2:22	1:52	2:15	1:56	2:16
BRONZE	2:25	1:55	2:18	1:59	2:19

Porto Kora was a brilliant opener for the F7200 league. A very relaxing track that was fast as hell on Phantom class, and thankfully the Pure recreation is nearly exact. A great track to crack out the faster/heavier craft and have a bit of fun. It can be a bit dark in places though, so be careful. It's also a barrel-rolling paradise.

The first corner is a long, shallow right-hander. Hit the speed pad in the

centre of the track and move to the inside, being careful not to hit the side. You will hit another speed pad on the inside, use this boost to drift towards the outside to hit another. The odd tap of the right airbrake should be enough to get you through. A quick left-right-left chicane follows with a peak at the second left. This isn't too challenging, hit the speed pad in the centre of the track as you enter the first left and aim for the apex of the right as you go over the peak. You may have to tap the right airbrake as you hit the pad to bring you away from the second left apex. Depending on your speed at this point you should be able to execute a barrel roll as you go over the peak. Aim to land near the speed pad over to the left and guide your craft round the outside of the right-hander to hit another one to take you towards the jump.

Barrel roll as you go over the jump and begin to turn into the next right-hander before you land. Aim for the inside of the corner to hit a speed pad before drifting back to the outside. Another jump is ahead, barrel roll over this one too. Aim to land dead centre to hit another pad. Now drift over to the right to start the right curve on the inside. Your speed should bring you back to the centre to hit two speed pads in a row, one in the centre and one over to the left. Another long right hairpin follows, use the right airbrake to guide your through this. There is a speed pad in the centre when you reach the vertex and another over to the left once you exit, but these may bring you away from your racing line. Hit them if you can, but don't go out of the way for them. The next corner is a fairly sharp left hander with a speed pad on the right as you exit. You'll definitely need the left brake to get round this one, but use it sparingly to avoid losing too much speed. The final corner series is a very shallow left-right chicane. Once out of the sharp left, move over to the left to brush the two apices. This will bring you over two more speed pads to take you down the straight. Boost over the line to finish.

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\\//      :VOHL SQUARE:    \\//  
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Welcome to Race Space. Hybrid-engineered recreation of the classic 2156 circuit.

LENGTH - 5024m
HEIGHT - 213m
ORIGINALLY FROM - Wipeout Fusion
OBTAINED BY - Classic Pack 3 (US), Classic Pack 2 (EU)

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:25	2:08	2:34	2:12	2:37
SILVER	2:28	2:11	2:37	2:15	2:40
BRONZE	2:31	2:14	2:40	2:18	2:43

This version of Vohl Square is based on the Course 2 Reverse route from Fusion, and it can be extremely difficult. This course twists and turns like no other, and sometimes will seem to disappear in front of your very eyes with only a wall to meet you. You MUST practice this track before racing on it, as you'll need to predict certain corners before you turn on the faster classes.

Start by hitting either of the two speed pads in the middle of the track. The course ahead undulates twice, and you may be able to get enough speed over the

first one to barrel roll. This is immediately followed by a fairly sharp left hander that will require heavy use of the left brake to get round, especially if you barrel rolled. Incidentally, if you did roll, you may need to start the turn before you land. Through here is a jump down onto another short straight. Barrel roll over here and take as straight a line as you can through the shallow right-left chicane. Another sharp left-hander similar to the first one follows, and again requires good airbrake use. Once out, move over to the left to hit a double speed pad going into the tunnel, and it is possible to barrel roll again over the peak at the entrance.

You need to be careful coming out of the tunnel. A nasty right-left right chicane is waiting on the end, and the first right is a little sharper than the rest, turning the circuit slightly to the right. It is very possible to take a straight line through, but you need to line up early while you are still in the tunnel, and if you barrel rolled you need to be quick. Use the sideshift if you drift too close to an apex. On the other side of this series is a fairly tight left-hander. You'll have to use the left brake to bring you into this following the chicane. Once past the vertex, immediately move back to the inside and hit the right airbrake hard, as there is a sharp right-hander immediately following it.

Go over the jump ahead and try to barrel roll. Your landing will need to be carefully controlled though, as below is a quick right followed immediately again by a fairly sharp left. Try to cut the first right while you are still in the air, and hit the left brake just before you land over on the outside of the left-hander. If you can, hit the speed pad on the apex as you go through. A slow right-left follows through a tunnel. As you go in, hit the speed pad on the inside of the right turn and tap the right brake to bring you back centre, then take the shallow left in the usual manner. Heading up the straight, hit one of the two speed pads in the middle of the track. There is a dipped left-hander at the end. Exit this corner on the right and go over the drop. This is too low to barrel roll from. As you land, hit the speed pad and go through the apex of the shallow left and then do the same for the shallow right that immediately follows, again hitting the speed pad on the apex. Boost down the straight to complete the lap. It is worth noting that you should NEVER boost through the last corner on Phantom class. It is highly likely you will mount the left wall on the straight if you do this and collide with a vent shaft jutting over the side. The last thing you want is to be brought to a halt right in front of the line. Wait until you are on the straight before boosting.

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[009G]          \-\/-/\          **OMEGA LEAGUE**          \-\/-/\
                /-/\-\/\=====\/-/\-\/\
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A surreal new league awaits - prepare for the unexpected.

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\\//      :BURGERTOWN:    \\//
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Hold on tight as you turbo through the vibrant hyper-landscape of Burgertown Races. Beware the underworld and don't eat the sausages!

LENGTH - 5024m
HEIGHT - 213m
OBTAINED BY - Omega Pack (EU)
DESIGNED BY - John Burgerman

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:18	1:57	2:20	2:04	2:34
SILVER	2:23	2:02	2:25	2:09	2:39
BRONZE	2:28	2:07	2:30	2:14	2:44

Coming Soon

\\// :CARDCITY RUN: \\//
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Isn't it a pity what they say about Cardboard City? Race through this great city of refuse passing the nylon hills and golden lake.

LENGTH - 5024m
HEIGHT - 213m
OBTAINED BY - Omega Pack (EU)
DESIGNED BY - Mark James

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:42	2:21	2:48	2:28	2:56
SILVER	2:47	2:26	2:53	2:33	3:01
BRONZE	2:52	2:31	2:58	2:38	3:06

Coming Soon

\\// :PARIS HAIR: \\//
//\\=====//\\

Glide on Paris Hair. Folds through the turning, wrapped in curved locks, brush curves clean and feel the lick of eyes adoring...

LENGTH - 5024m
HEIGHT - 213m
OBTAINED BY - Omega Pack (EU)
DESIGNED BY - Neil McFarland

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:26	2:07	2:31	2:13	2:39
SILVER	2:31	2:12	2:36	2:18	2:44
BRONZE	2:36	2:17	2:41	2:23	2:49

Coming Soon

\\// :123KLAN: \\//
//\\=====//\\

Make no mistake - in graffiti we trust! Style is our weapon. Unity is our force. Heaviy art-illery. Wild styles are back!!!

LENGTH - 5024m
HEIGHT - 213m
OBTAINED BY - Omega Pack (EU)
DESIGNED BY - Scien

TIME TRIAL TARGETS:

	VECTOR	VENOM	FLASH	RAPIER	PHANTOM
GOLD	2:12	1:53	2:16	2:00	2:18
SILVER	2:15	1:56	2:19	2:03	2:21
BRONZE	2:18	1:59	2:22	2:06	2:24

Coming Soon

[010]

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\\-\\-//                **ZONE MODE**                \\-\\-//
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Just when you think it can't get any faster, it does. How long can you last?

Zone mode is significantly different to normal AG racing. The object here is not to win a race or to beat a lap time or race time... the object is to survive as long as you can. You are put in the Zone craft and are sent on a runaway trip around the track until you simply can't control the craft any longer. Sounds simple enough, but Zone mode can quickly hit speeds beyond even Phantom class.

Your craft initially starts off quite slowly and is easy to control. The thruster is stuck on and double braking is disabled, so there is absolutely no way to slow your craft down. Every ten seconds you advance through a zone, which slightly increases the speed of the craft. Up to around zone 15, the speeds are manageable, but once you get near zone 30 it really starts to get fast, and zone 50 and above is just insane. This mode really tests how well you can sideshift and how well you can use your airbrakes.

Scoring is quite simple. You score points just by staying alive. The counter increases at a rate proportional to your current speed. Bonus points are also awarded for perfect zones and perfect laps. Once your shield is depleted, the race ends and your final score and zone is recorded. For medal purposes only the zone level is taken into account, but your score is the true indicator of your performance. You need the perfect laps and zones to really bump up your score. A perfect zone gets you 1000 points, while a perfect lap gets you 2000. Another incentive to stay off the walls is every perfect zone you run restores

a small amount of shield energy.

Zone mode is actually quite difficult to write for as the racing lines and techniques you need change as the craft gets faster. To try to keep things as consistent as possible, the guides are written according to the lines for zones 25-30.

One more thing. As destruction of the craft is inevitable, Zone craft explosions do not count towards your "Times ship has exploded" statistic in your profile. That would be a bit unfair if it did.

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\\// :PRO TOZO: \\//  
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A neotronic-albino track with a blocky old-school graffiti flavour. Violet

GOLD - Zone 25
SILVER - Zone 20
BRONZE - Zone 15

Pro Tozo is fairly straightforward with the odd bastard corner thrown in to keep you on your toes. A great place to practice your sideshifting and a good introduction to Zone mode. Try racing the first few laps with only the airbrakes, it's good fun!

The first set of turns is a fairly sharp left followed by an equally sharp right. There is a fair bit of space between them so you won't be caught out. Try to approach either on the outside or in the centre and slam on the left airbrake as you take the first corner. On higher zones you will need to left sideshift as well. The advantage of such heavy airbrake usage is it will briefly slow the craft, allowing you to quickly set yourself up for the next one. Take the second corner in exactly the same way, slam on the right brake and turn through the apex. Again, sideshift if necessary. The track now curves round to the left. If you can without hitting the wall, try getting over to the right and hitting the double speed pad. Extra speed for the sake of it certainly isn't necessary, but the temporary increase will net you a few extra points. At the top, the curve sharpens into a 50 degree corner. Look out for the markings on the track and use these to judge when to turn. Try not to slam on the left airbrake too hard, it isn't as sharp as it first appears, and the track slope will help you a little as well.

Two more corners are waiting up ahead in relatively quick succession, the first is around 70 degrees. The first is a right hander which follows on from the previous corner. Use the right airbrake to try and guide the craft through the dipped apex. You'll likely bottom out briefly here, try not to let it distract you. The corner up ahead is shallower than the previous one, some light tapping of the left airbrake should get you through here. The track now curls round to the left with two speed pads on either side of the track as you go up. The final two corners are in very quick succession, the first being a shallow right hander and the second being a left hairpin. The track also falls away slightly before the first corner, and at zones of 30 and above the craft will briefly leave the track. You'll need to turn early here to ensure the craft is pointing in the right direction when you land. Tap the right airbrake to bring the craft in line with the corner as you go over the dip. Slam on the left airbrake as you approach the hairpin and try to take it as close to the centre as you can. You may need to sideshift to keep away from the outer wall. If you can exit on

the right, a speed pad will take you back over the line.

\\// :MALLAVOL: \\//
//\\=====//\\

A neotronic-albino track with an abstract manga graffiti flavour. Cool blue

GOLD - Zone 25

SILVER - Zone 20

BRONZE - Zone 15

Don't be fooled by Mallavol's seeming lack of sharp corners. It more than makes up for them with quick shallow turns that can easily throw you off balance at high speeds. This is one you need to be ready for before you can hit the high zones.

The first corner is a deceptively sharp right hander. While the corner itself is only about 70 degrees, it is very hard to take without slamming into the back wall. You need to turn early for this one using plenty of right airbrake and make sure you sideshift to avoid ploughing into the wall. This leads on to a much shallower right hander. You won't need much for this as the track is sloped to the right. The track undulated from side to side here, if you can get over to the right, you can hit a double speed pad. Follow the slope of the track back over to the left to hit another. This should set you up for another right hander similar to the first corner. Hit the right brake hard and sideshift as you enter.

Up ahead is a section that would normally be child's play, but here it can be a nightmare. A triple right-left chicane series awaits. The corners themselves are very shallow, but there isn't a direct line through, so you will have to turn into them. The thing is, the arrows on the walls make it very difficult to see where the apex is, it is very easy to either turn too early and hit it, or turn too late and slam into the back wall. You'll have to learn the positions as you go through the zones, using the lower ones to build up to the higher. Hit the speed pad near the apex of the first right, then use light turning with taps of the corresponding airbrake to navigate through. Do not sideshift in here, the corners are so narrow that such a large course alteration will probably slam you into a wall. If you can stay as close to each apex as you can, there is a speed pad by each right apex and by the last left.

The next right hander is fairly shallow compared to what you've already been through, you can take this with just airbrakes, but if you are too far over to the right, you'll need a sideshift. The track falls away briefly after this corner and is immediately followed by another right hander, only a quick tap of the airbrake is needed here. Hit the double speed pads on either side of the track. This will take you up to yet another right hander that can be taken in the same way. If you can end up on the left, you can hit a speed pad to take you up to the last corner series. This is a fairly wide right-left chicane, take the right hander as before, but this time, aim to overturn slightly. Once through, swing back the other way using the left brake. Hit one of the speed pads to take you back over the line. Cross it on the left to hit a speed pad on the other side.

\\// :CORIDON 12: \\//

//\=====//\

A neotronic-albino track with a winged mecha graffiti flavout. Steel blue

GOLD - Zone 30

SILVER - Zone 25

BRONZE - Zone 15

Coridon 12 is a unique track in that it is completely branched, splitting left and right almost as soon as the lap starts and not rejoining again until the end of the lap. Both branches are quite heavily laden with sharp turns, but this branching means that laps are very short, meaning an ideal chance for a high perfect lap count and therefore a potentially very high score.

It is worth noting that in terms of actual layout, the two branches are near-mirror images of each other. However, the slopes and undulations are slightly different, requiring a different technique to race them. As this is all one track, you can switch between branches every lap as often as you please.

LEFT BRANCH:

The first corner is surprisingly difficult to judge due to the pattern on the wall. Keep an eye on the left wall and swing in using a light tap on the left brake when you see the track wall recede. Stay over to the right and hit the two speed pads as you follow the curve round to the left. The left hander up ahead is fairly sharp, aim to turn early and use the left airbrake to guide the craft near the apex before coming out back on the right. There is another speed pad ahead on this side. The track curls slightly round to the left before veering hard to the right. Approach the left curve from your current racing line and end up on the left. Just before you reach the right hander, slam on the right brake. If you do this early, the craft will slow slightly and will be pointing in the right direction to guide it through adequately. If you do turn too late, quickly sideshift to the right to bring yourself away from the wall. There is one more fairly sharp left hander ahead that can be take with a light tap of the left airbrake. The track curls round to the left before merging with the opposite branch and guiding you onto the home straight. Simply tap on the left airbrake as you go through the curve and try to stay over to the left for a double speed pad. This will bring you back onto the home straight and over the line.

RIGHT BRANCH:

As for the left branch, the first corner is pretty hard to judge. It is just as sharp as the other branch, but goes the opposite way. Move a little way over to the left and tap the right brake to bring you into the branch. A long slight right curve follows, stay over to the left to hit a speed pad and to line yourself up for the next corner. A fairly shallow right is at the end, but it turns pretty quickly. If you are over on the left, you can turn fairly early and aim to near-brush the apex with a little right braking. You shouldn't need the sideshift here unless you turn really late. Again the track curls round to the right before raising and dipping into a sharp left hander. Because of the undulation in the track, it is quite difficult to see the corner coming. As you go over the peak, aim to have your craft slightly over to the right, then turn very sharply using the left brake. You shouldn't need to sideshift. This will slow you enough to bring the nose back in line for the next corner. Almost immediately turn the craft the other way using the right brake to take you through a pretty sharp right hander. Up ahead is a right curve similar to the exit of the left branch, only the other way round. I tend to find this slightly

sharper than the exit to the left branch, so use the right brake as before to guide yourself through, but feel free to sideshift to the right once or twice. Exit on the right to go over a double speed pad and over the line.

\\// :SYNCOPIA: \\//
//\=====//\

A neotronic-albino track with an alien-space-bike-passed-through-a-wormhole graffiti flavour to it. Minty fresh

GOLD - Zone 35
SILVER - Zone 25
BRONZE - Zone 15

Similar to Mallavol, Syncopia has its own little evil section waiting for you - a series of open jumps. The lead on to this section is a shallow right, so you need to be spot on with your exit or you're going off. While you do lose shield energy for leaving the track, this will not count against you with respect to perfect laps.

The track start off fairly straight with only a light left curve followed by a long right curve to navigate to begin with. The first needs little effort, with no braking required, but the track dips slightly going into the right hander, making turning more awkward. You may want to turn early for this one. Use light tapping of the right airbrake to get round, sideshifting if you take it too wide. The track curls round to the left, again peaking as it sharpens slightly. Keep over to the inside and you shouldn't have any problems. There is a double speed pad on the right and a single on the left if you can hit either of them. Ahead is a shallow right curve followed by a tricky right bend. It tightens rather quickly as you go through the first bend, so stay relatively close to the centre and be ready to slam on the right brake as you feel the track tighten. Use the lower zones to get a feel for this corner.

The next section leads onto Syncopia's trademark jumps. The track briefly curls to the left before going into a fairly sharp right hander. The left isn't a problem, but you'll want to make sure your line through the right is pinpoint perfect if you want to get a good approach to the jumps. You need to take the right as shallow and wide as you possibly can, take it too close to the inside and you'll have all manner of problems trying to level the craft out in time. Stay away from the apex at all costs. Going into the jumps themselves, the craft needs to be dead centre and must go into the jump directly perpendicular to the edge of the track. What this means it you must not leave the track at an angle. You have very little to aim for, so your jump must be perfect. You'll also have to be careful how you move on the jump sections as well, they are open at the sides and leaving the track is painful. The three sections get progressively thinner too. Stay as close to the centre as you can to hit several speed pads in the centre of the sections. Don't forget to alter your nose pitch as you go through or you run the risk of flipping. Once over the final jump, you are met with a right hand bend similar to the second corner of the circuit, use your right brake and sideshift if need be to navigate it and head over the line to finish the lap.

```
=====
\\-\\-//                               **DOWNLOAD PACKS**                               \\-\\-//
//-/\\-\\=====//-/\\-\\
```

This section details exactly what is available in each download pack currently released and to inform of confirmed packs on the horizon. All these packs (with the exception of the WIRE05 pack which was only distributed at the WIRE05 Electronica festival in Yokohama) can be found on the official website for your version. However, the Japanese website must be accessed through your PSP in order to obtain the packs. You can access the Japanese downloads in a normal browser using a User Agent switcher, but I won't detail how to do that here. The Coca-Cola packs require a passcode to access them. To obtain the codes, go to the Cokestyle website via the link given in the Links section, then enter them on the Japanese Pure site.

The download packs themselves do NOT update your PSP's firmware. However, the European version requires that you update to at least v1.52 before you can use the game.

The Australian version will use the European schedule for the download packs, and can be obtained from the same site. Simply click on the appropriate link on the intro screen. The Korean version will also make use of the same website, but will follow its own schedule for downloads. Please make sure which version you have before downloading, it is very easy to mix up the Korean and Japanese versions. The Japanese version will have "For Japan Only" written above the barcode on the box and will be Region 2. The Korean version is Region 3. There is also an Asian version which does not have downloadable content available.

One final point. The packs are NOT cross-compatible between versions. A Japanese pack will not work in a US game and vice-versa, and this is the same case with the European packs as well.

Release dates are given in DD/MM/YYYY format

```
\\-\\-//                               **JAPANESE PACKS**                               \\-\\-//
//-/\\-\\=====//-/\\-\\
```

```
\\//      :GAMMA PACK 1:      \\//
//\\=====//\\
```

SIZE - 3.51 MB
RELEASED - 07/04/2005

TRACK - Staten Park
CRAFT - Tigron Enterprises
SKIN - Piranha

```
\\//      :GAMMA PACK 2:      \\//
//\\=====//\\
```

SIZE - 4.83 MB
RELEASED - 13/05/2005

TRACK - Sebenco Peak
CRAFT - Van-Uber Racing Development
SKIN - FEISAR

\\// :GAMMA PACK 3: \\//
//\\=====//\\

SIZE - 10.21 MB
RELEASED - 17/06/2005

TRACK - Exostran Run
TRACK - Ubermall
SKIN - Qirex
SKIN - Auricom

\\// :DELTA PACK 1: \\//
//\\=====//\\

SIZE - 7.49 MB
RELEASED - 28/07/2005

TRACK - Anulpha Pass
TRACK - Iridia
SKIN - Assegai
SKIN - Harimau

\\// :DELTA PACK 2: \\//
//\\=====//\\

SIZE - 8.80 MB
RELEASED - 02/09/2005

TRACK - Koltiwa
TRACK - Khara Descent
SKIN - AG-Systems
SKIN - Triakis

\\// :CLASSIC PACK 1: \\//
//\\=====//\\

SIZE - 9.92 MB
RELEASED - 07/10/2005

TRACK - Altima VII
SKIN - Tigron
MUSIC - Cairodrome : Cold Storage (Wipeout)
MUSIC - Canada : Cold Storage (Wipeout 2097)

\\// :CLASSIC PACK 2: \\//
//\\=====//\\

SIZE - 3.59 MB
RELEASED - 21/10/2005

TRACK - Odessa Keys
CRAFT - Goteki45
SKIN - Goteki45

\\// :CLASSIC PACK 3: \\//
//\\=====//\\

SIZE - 10.17 MB
RELEASED - 11/11/2005

TRACK - Porto Kora
SKIN - Van-Uber
MUSIC - Messij : Cold Storage (WipEout)
MUSIC - Operatique : Cold Storage (WipEout)

\\// :CLASSIC PACK 4: \\//
//\\=====//\\

SIZE - 3.43 MB
RELEASED - 10/12/2005

TRACK - Vohl Square
CRAFT - Project Icaras
SKIN - Icaras

\\// :WIRE05 PACK: \\//
//\\=====//\\

SIZE - 7.87 MB
RELEASED - 16/07/2005

TRACK - Koltiwa (WIRE05 branded)
CRAFT - Vaskei (WIRE05 branded)
SKIN - WIRE05
MUSIC - Jingle WIRE05 : Takkyu Ishino

Only available for one day at the WIRE05 Electronica Festival in Yokohama, can no longer be officially obtained.

\\// :COCA-COLA PACK 1: \\//
//\\=====//\\

SIZE - 200 KB
RELEASED - 11/08/2005

SKIN - Coca-Cola 1

\\// :COCA-COLA PACK 2: \\//
//\\=====//\\

SIZE - 88 KB
RELEASED - 25/08/2005

SKIN - Coca-Cola 2

\\// :COCA-COLA PACK 3: \\//
//\\=====//\\

SIZE - 3.72 MB
RELEASED - 22/09/2005

SKIN - Coca-Cola 3
TRACK - Iridia (Coke branded)

\\// :COCA-COLA PACK 4: \\//
//\=====//\

SIZE - 380 KB
RELEASED - 13/10/2005

SKIN - Coca-Cola 4
FEATURE - Coca-Cola craft liveries

The new craft liveries will replace the original liveries. Do not install this pack unless you wish to permanently replace the initial liveries with the Coke ones. Uninstalling the pack will return them to normal. You can also use the secondary liveries as normal while this pack is installed.

\\// :COCA-COLA PACK 5: \\//
//\=====//\

SIZE - 112 KB
RELEASED - 27/10/2005

CRAFT - Cokestyle

\\// :COCA-COLA PACK 6: \\//
//\=====//\

SIZE - 3.24 MB
RELEASED - 25/11/2005

SKIN - Coca-Cola 5
TRACK - Khara Descent (Coke branded)

\\// :CONTINUE PACK: \\//
//\=====//\

SIZE - 5.7 MB
RELEASED - 15/08/2005

SKIN - Continue Magazine
MUSIC - Breaking The Ice : Akira Ishihara
MUSIC - Open The P.A. : Akira Ishihara

\-\/-/\ **US PACKS** \-\/-/
/-/\-\/=====\/-/\-\/

\\// :GAMMA PACK 1: \\//
//\=====//\

SIZE - 3.51 MB
RELEASED - 18/05/2005

TRACK - Staten Park
CRAFT - Tigron Enterprises
SKIN - Piranha

\\// :GAMMA PACK 2: \\//
//\\=====//\\

SIZE - 10.21 MB
RELEASED - 23/06/2005

TRACK - Exostra Run
TRACK - Ubermall
SKIN - Qirex
SKIN - Auricom

\\// :GAMMA PACK 3: \\//
//\\=====//\\

SIZE - 4.83 MB
RELEASED - 13/07/2005

TRACK - Sebenco Peak
CRAFT - Van-Uber Racing Development
SKIN - FEISAR

\\// :CLASSIC PACK 1: \\//
//\\=====//\\

SIZE - 10.09 MB
RELEASED - 01/08/2005

TRACK - Altima VII
CRAFT - Goteki45
SKIN - Goteki45
MUSIC - Cairodrome : Cold Storage (WipEout)
MUSIC - Canada : Cold Storage (Wipeout 2097)

\\// :CLASSIC PACK 2: \\//
//\\=====//\\

SIZE - 8.29 MB
RELEASED - 31/08/2005

TRACK - Odessa Keys
TRACK - Porto Kora
SKIN - Tigron
SKIN - Van-Uber

\\// :CLASSIC PACK 3: \\//
//\\=====//\\

SIZE - 11.05 MB

RELEASED - 03/10/2005

TRACK - Vohl Square
CRAFT - Project Icaras
SKIN - Icaras
MUSIC - Messij : Cold Storage (WipEout)
MUSIC - Operatique : Cold Storage (WipEout)

\\// :DELTA PACK 1: \\//
//\\=====//\\

SIZE - 7.49 MB
RELEASED - 01/11/2005

TRACK - Anulpha Pass
TRACK - Iridia
SKIN - Assegai
SKIN - Harimau

\\// :DELTA PACK 2: \\//
//\\=====//\\

SIZE - 8.80 MB
RELEASED - 01/12/2005

TRACK - Koltiwa
TRACK - Khara Descent
SKIN - AG-Systems
SKIN - Triakis

\\-\\-/- **EUROPEAN PACKS** \\-\\-/
/-/\\-\\=====/-/\\-\\

\\// :GAMMA PACK: \\//
//\\=====//\\

SIZE - 13.43 MB
RELEASED - 01/09/2005

TRACK - Exostran Run
TRACK - Ubermall
TRACK - Staten Park
TRACK - Sebenco Peak
CRAFT - Tigron Enterprises
CRAFT - Van-Uber Racing Developments
SKIN - FEISAR
SKIN - Piranha
SKIN - Qirex
SKIN - Auricom

\\// :DELTA PACK: \\//
//\\=====//\\

SIZE - 11.22 MB

RELEASED - 16/09/2005

- TRACK - Koltiwa (Puma branded)
- TRACK - Anulpha Pass (Puma branded)
- TRACK - Khara Descent (Puma branded)
- TRACK - Iridia (Puma branded)
- CRAFT - Vaskei (Puma branded)
- CRAFT - Quantax (Puma branded)
- SKIN - Assegai
- SKIN - Harimau
- SKIN - AG-Systems
- SKIN - Triakis
- SKIN - Puma 1
- SKIN - Puma 2

\\// :CLASSIC PACK 1: \\//
//\\=====//\\

SIZE - 11.72 MB
RELEASED - 03/10/2005

- TRACK - Altima VII
- TRACK - Odessa Keys
- CRAFT - Goteki45
- SKIN - Goteki45
- SKIN - Tigron
- MUSIC - Cairodrome : Cold Storage (WipEout)
- MUSIC - Canada : Cold Storage (Wipeout 2097)

This pack is split into two parts, one contains the content and the other contains the music.

\\// :CLASSIC PACK 2: \\//
//\\=====//\\

SIZE - 11.72 MB
RELEASED - 14/10/2005

- TRACK - Porto Kora
- TRACK - Vohl Square
- CRAFT - Project Icaras
- SKIN - Icaras
- SKIN - Van-Uber
- MUSIC - Operatique : Cold Storage (WipEout)
- MUSIC - Messij : Cold Storage (WipEout)

This pack is split into two parts, one contains the content and the other contains the music.

\\// :GAMESRADAR PACK: \\//
//\\=====//\\

SIZE - 106 KB
RELEASED - 26/09/2005

- SKIN - GamesRadar

\\// :OMEGA PACK: \\//
//\\=====//\\

SIZE - 16.57 MB
RELEASED - 01/11/2005

TRACK - Burgertown
TRACK - Cardcity Run
TRACK - Paris Hair
TRACK - 123Klan
CRAFT - Klor
CRAFT - Turboweevel
CRAFT - Haironaut
CRAFT - Cardracer
SKIN - Burgertown
SKIN - Cardboy
SKIN - Neil McFarland
SKIN - 123Klan

This pack is split into two parts, one contains the circuits and skins, the other contains the craft.

[012]

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\\-\\-//	**UNLOCKABLE CONTENT**	\\-\\-//
//-\\-\\	=====	//-\\-\\

This section details exactly how to unlock everything in the game

- BETA LEAGUE - Gain Gold on Alpha Tournament. Beta league consists of Sinucit, Citta Nuova, Sebenco Climb and Sol 2.
- ASCENSION TOURNAMENT - Gain Gold on Beta Tournament. Ascension tournament consists of all eight Alpha and Beta league tracks back to back
- FLASH CLASS - Gain Gold in Venom Ascension. Flash class is the intermediate speed class. Races consist of four laps.
- RAPIER CLASS - Gain Gold in Flash Ascension. Rapier class is the advanced speed class. Races consist of four laps.
- PHANTOM CLASS - Gain Gold in Rapier Ascension. Phantom class is the expert speed class. Races consist of five laps.
- GAMMA TOURNAMENT - Gain Gold in all Gamma league tracks in Single Race. Gamma tournament consists of the four Gamma league tracks back to back
- DESCENSION TOURNAMENT - Unlock Gamma Tournament. Descension tournament consists of all twelve Alpha, Beta and Gamma league tracks back to back
- DELTA TOURNAMENT - Gain Gold in all Delta League tracks in Single Race. Delta tournament consists of the four Delta league

tracks back to back

- CLASSIC 2 TOURNAMENT - Gain Gold in all Classic 2 League tracks in Single Race. Classic 2 tournament consists of the four Classic 2 league tracks back to back.
- OMEGA TOURNAMENT - Gain Gold in all Omega league tracks in Single Race. Omega tournament consists of the four Omega league tracks back to back
- KARBONIS - Gain Gold in all Alpha and Beta league tracks in Single Race mode in either Vector or Venom class. Karbonis is the classic track from Wipeout.
- SAGARMATHA - Gain a total of 25 unique Golds. Sagarmatha is the classic track from Wipeout 2097
- MANOR TOP - Gain a total of 40 unique Golds. Manor Top is the classic track from Wipeout
- MANDRASHEE - Gain a total of 60 unique Golds. Mandrashee is the classic track from Wipeout Fusion
- MALLAVOL - Gain Zone Gold on Pro Tozo. Mallavol is the second Zone track
- CORIDON 12 - Gain Zone Gold on Mallavol. Coridon 12 is the third Zone track
- SYNCOPIA - Gain Zone Gold on Coridon 12. Syncofia is the fourth Zone track
- ZONE CRAFT - Gain Gold in all four Zone tracks. The Zone craft is the special high-speed, high-handling craft used in Zone mode made available for normal races
- MEDIEVIL CRAFT - Gain a total of 70 unique Golds. The Medieval craft is a special high-thrust, high-handling craft made available for normal races
- LIVERY MODE - Gain at least Bronze in Flash Ascension. Livery mode allows you to use the secondary liveries of the initial eight craft. To activate/deactivate, press left or right on the D-pad in the craft select menu.

Each unique Gold medal you gain will also unlock a piece of concept art in the Progress section of your profile.

Here also is a list of rankings depending on your gold medal count:

- 0 - Rookie
- 12 - Trainee
- 24 - Amateur
- 36 - Geek
- 48 - Enthusiast
- 60 - Addict
- 72 - Veteran
- 84 - Master
- 96 - Ace

108 - Guru
 120 - Junkie
 132 - Legend
 144+ - Purist

And finally, here are the current total medal counts for each version and the number added to the game by the download packs. The numbers in brackets indicate extra medals added via tournaments once all packs in a series are installed. For example, once all three Gamma Packs are installed, 10 additional medals are made available through the Gamma and Descension tournaments:

JAPANESE: Original Game - 144
 Gamma 1 - 10
 Gamma 2 - 10
 Gamma 3 - 20 (10)
 Delta 1 - 20
 Delta 2 - 20 (5)
 Classic 1 - 10
 Classic 2 - 10
 Classic 3 - 10
 Classic 4 - 10 (5)
 WIRE05 - 10
 Coca-Cola 3 - 10

 TOTAL - 304

US: Original Game - 144
 Gamma 1 - 10
 Gamma 2 - 20
 Gamma 3 - 10 (10)
 Classic 1 - 10
 Classic 2 - 20
 Classic 3 - 10 (5)
 Delta 1 - 20
 Delta 2 - 20 (5)

 TOTAL - 284

EUROPEAN: Original Game - 144
 Gamma - 40 (10)
 Delta - 40 (5)
 Classic 1 - 20
 Classic 2 - 20 (5)
 Omega - 40 (5)

 TOTAL - 329

[013]

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\\-\\-//                               \\-\\-//
//-/\-\\=====//-/\-\\
```

This section lists all music available on the Pure soundtrack, including downloadable tracks and those only available on the OST. If the track is not initially available, it will be indicated how to obtain it.

Title : Artist : Label

```

-----
Onyx                : CoLD STORAGE                : Tantrumedia Ltd
Kinection           : Cosmos                          : Unsigned
Twister             : Drumtattic Twins                 : Finger Lickin' Records
Cross The Line      : Elite Force                       : Unsigned
Grand Theft         : Freq Nasty                       : Skint Records
We Jot Juice        : Friendly                          : Fat! Records
Room 2              : Jay Tripwire                     : Fabric
Flu-shot            : LFO                              : Warp Records
Hellion             : Ming + FS                        : Madhatten Studios Music Inc.
Ignition            : Paul Hartnoll                    : Unsigned
C Note              : Photek                            : Photek Productions
Black Jack 3        : Plump DJs                        : Finger Lickin' Records
Bug                 : Rennie Pilgrem & Roxiller        : TCR Recordings
The System          : T Power                          : Sound Boy Recordings
Night Mover         : Stanton Warriors                 : Punks Music
Crafty Youth        : Tayo Meets Acid Rockers          : MOB
                    Uptown
Mean Red            : Themroc                          : Mean Red
Gold Rush           : Tiesto                           : Black Hole Recordings
Naks Acid           : Aphex Twin                       : Warp Records
Jingle WIRE05       : Takkyu Ishino                    : Unsigned (1)
Breaking The Ice    : Akira Ishihara                   : Unsigned (2)
Open The P.A.       : Akira Ishihara                   : Unsigned (2)
Cairodrome         : CoLD STORAGE                     : Tantrumedia Ltd (3)
Canada              : CoLD STORAGE                     : Tantrumedia Ltd (3)
Messij              : CoLD STORAGE                     : Tantrumedia Ltd (4)
Operatique          : CoLD STORAGE                     : Tantrumedia Ltd (4)
Saxtrax            : Ils                               : Distinct'ive Records (5)
Pulse Of Life      : Way Out West                     : Distinct'ive Records (5)
Zulu                : Hybrid                           : Distinct'ive Records (5)
Boot Up             : Paul Hartnoll                    : Unsigned (6)
Curves             : Royksopp                         : Wall Of Sound (7)

```

- (1) Requires the WIRE05 Pack
- (2) Requires the Continue Pack
- (3) Requires Classic Pack 1 (US/JP/EU)
- (4) Requires Classic Pack 3 (US/JP) or Classic Pack 2 (EU)
- (5) Only available on OST, not available in-game
- (6) Only available on OST, music from opening movie
- (7) Background music in main menu

While the CoLD STORAGE music is labelled in-game as being published by Frost Byte Records, Tim Wright has informed me the correct label is Tantrumedia Ltd.

[014]

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\\-\\-//                **USEFUL LINKS**                \\-\\-//
//-/\\-\\=====//-/\\-\\

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- Wipeout Pure Website (JAP) - <http://www.playstation.jp/scej/title/wipeout>
- Wipeout Pure Website (US/EU) - <http://www.wipeoutpure.com>
- WipeoutZone - <http://www.wipeoutzone.com>
- Def's Ghost library - <http://defaulted.ath.cx/ghost/>

Cokestyle website (needed for - <http://cokestyle.net/game/pass.html>
passcodes for Coca-Cola packs)

XLink Kai tunneling software - <http://www.teamxlink.co.uk>
(for online multiplayer)

YourPSP - <http://www.yourpsp.co.uk>

CoLD SToRAGE website - <http://www.coldstorage.org.uk>

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\\-\\-//                                     **THANKS**                               \\-\\-//
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[016]

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