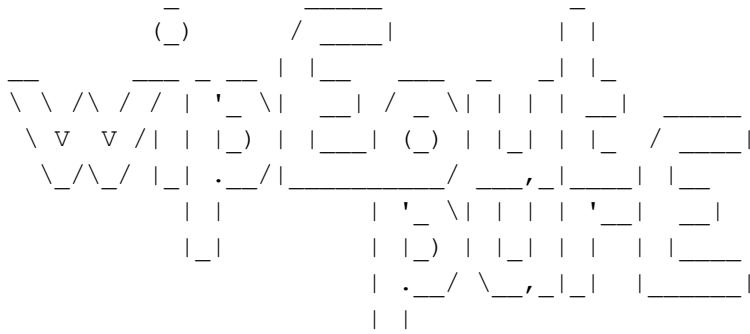


Wipeout Pure FAQ

by Salesmunn

Updated to v2.0 on Jun 2, 2005



|_|Walkthrough & Strategy FAQ by Salesmunn

Wipeout Pure Walkthrough and Strategy FAQ v2.0
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<http://www2.farbot.com:81/download/index.php?path=games%2FPSP/>

Instructions included with the download. Enjoy!

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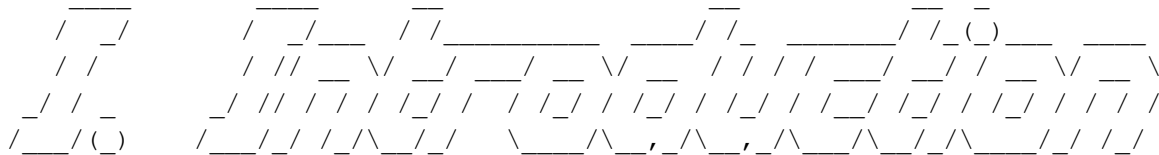
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a. About this FAQ

I chose Wipeout Pure as the subject of my first FAQ solely because I've enjoyed it immensely since the US PSP launch. With outstanding graphics and gameplay, you can't go wrong with Wipeout on your PSP. If this FAQ does anything for you or you have any corrections and/or information to add (positive or negative), please take a moment and let me know via e-mail.

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b. Is Wipeout Pure for you?

Wipeout Pure is more than just a web browser. If you have a PSP and have ever moderately enjoyed a racing game in the past, there's a great chance you'll enjoy Wipeout Pure. I've watched the Wipeout franchise from afar, but haven't owned a title until this one. There's very little wrong

the faster the speed, the more laps per race and the more difficult the AI. I've marked each class with a brief description.

- a. Vector - Vector is the slowest speed class in Wipeout Pure and is ideal for beginners. 3 laps.
- b. Venom - Vemon should only be attempted after completing the Vector class, but does not have to be unlocked. 3 laps.
- c. *Flash - Even after you get comfortable with Wipeout Pure, Flash will still give you a challenge. 4 laps
- d. ^Rapier - Rapier ramps up the difficulty to a new level and is a serious challenge. 4 laps.
- e. 'Phantom - The most insane speed possible with sick AI. 5 laps

*Flash Class is unlocked by achieving a medal in Venom Class > Ascension Tour
 ^Rapier Class is unlocked by achieving a medal in Flash Class > Ascension Tour
 'Phantom Class is unlocked by achieving a medal in Rapier Class > Ascension Tour

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a. The following vehicles are available in the beginning:

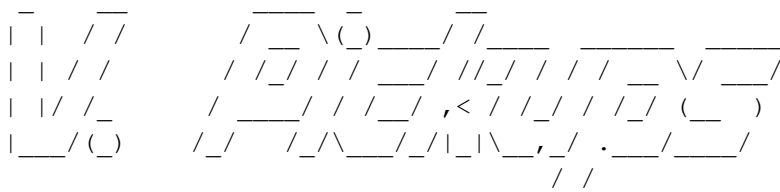
* = worst
 ***** = best

Name	Speed	Handling	Shield	Thrust
Feisar	**	*****	***	****
Auricom	****	***	****	**
Qirex	***	***	****	***
AG Systems	**	****	**	*****
Piranha	*****	**	***	**
Assegai	***	***	***	****
Triakis	****	**	*****	**
Harimau	***	****	**	***
Tigron	****	***	*****	*** (Gamma Pack 1)

b. These last two vehicles must be unlocked. Zone, the best vehicle, is unlocked by achieving Gold in all 4 Zone races. Medieval is unlocked after achieving Veteran status on your Profile, which means 70 Gold medals or more.

Name	Speed	Handling	Shield	Thrust
Zone	*****	*****	*	****
Medieval	****	****	*	*****

c. Livery Mode - Livery mode gives you an optional skin for the initial 8 stock vehicles. It is unlocked after you achieve a Gold on the Flash Class > Ascension Tournament. Livery can be activated on the vehicle selection screen by pressing "LEFT" or "RIGHT" and is signified by a tiny square in the lower right of the ship picture.



a. Pickups are found on all the Single Race and Tournament Tracks in the game and are randomly selected for you. After picking up an item, the icon for that item will appear at the top of the screen, press [] to activate it. Time Trials, Zone and Free Play do not have Pickups. The Boost powerup, however, is given to you at the beginning of every lap in Time Trials and Free Play. The Pickups below are in 1-11 order, Most likely to pickup = 1, LEAST likely to pickup = 11.

1. Turbo == - A quick boost of speed. You can use these in mid-air to get some extra hang time. Only use the Turbo on a straightaway, unless you pickup a Turbo while in Auto-Pilot. Auto-Pilot can handle tight turns at any speed.

2. Shield \/ - Shield gives you invincibility against all damage inflicted from powerup attacks, wall and floor impact damage and ship collisions for 5 seconds. Shield is great for a cushioning wall impacts or ramming through other contestants. It also comes in handy for landing huge jumps. Shield will wear off sooner if it takes significant damage.

3. Auto-Pilot /.\ - Activating this pickup will hand over control of your ship to the AI for 5 seconds. Best used when your about to navigate through a difficult set of turns. Don't use Auto-Pilot when your dragging against the wall or when you've been hit by a pickup, it will have difficulty correcting. It's best to be in the middle of the track, especially right after you've flown over a speed booster. Auto-Pilot can handle tight turns at any speed, so using a Turbo soon after you activate Auto-Pilot is a great strategy.

4. Rockets - - 3 Rockets will fire straight ahead of you. Great to be used in a straightaway or against a crowd of opponents. Rockets will also destroy any Bombs or Mines in their path.

5. Mines '.' - Activating mines will drop 5 damaging mines in

a. I've added notes for the courses, whenever possible. I recommend checking out my General Racing Strategies located later in this FAQ for help. The track list is as follows:

1. Vineta K (Length 4446M, Height 222 M) - Vineta K is fairly simple, only advice is to use Turbo boosts on one of the underwater ramps.

2. Modesto Heights (Length 4576M, Height 211M) - Look to use your Turbo off the jump near the end of the race. Don't forget to turn early to make the turn towards the finish line.

eLhabib wrote:

"..the best way to use your turbo here is AFTER the right turn after the big jump. do a barrel roll in the air, then you get a boost upon landing, squeeze the right airbrake around the last turn until you are facing the finishing line, and kick in the turbo."

3. Chenghou Project (Length 4866M, Height 109M) - Chenghou is a great race to get some crazy air. It's also got a hairpin turn just before that air-inducing jump. Practice that hairpin turn in Time Trial and single race and use your Turbo in the air off that ramp. If you time the Turbo correctly you should clear the second ramp saving yourself lots of time, especially if you can barrel roll on the way down.

4. Blue Ridge (Length 4780M, Height 163M) - I don't know what's more annoying, the long tunnel with the necessary boost pad on the inside corner or the tight turn just before the finish line. Either way, Blue Ridge always gives me difficulty on the higher speed classes.

eLhabib wrote:

"..this is actually the only place in the whole game where you definitely NEED the sideshift maneuver. come out of the tunnel's left turn and try to be at the left side of the track, then turn hard right until you are facing the direction of the finishing line, and then do a sideshift right and voila, you will be on the starting grid without any wall contact." - I agree with ya on that one, eLhabib, that definitely works.

5. Sincuit (Length 6117M, Height 141M) - I love the rain effects on the screen on this level. Notice how the rain goes away when part of the race takes you inside? It's the little touches that often go unnoticed. Watch the last sharp turn just before the finish line, that jump is a great place for a Turbo. The AI knows that too. (ARGH!!)

6. Citta Nuova (Length 5408M, Height 151M) - This is one of the hardest courses in the game. Citta Nuova is a tough course to navigate in Time Trial, it's brutal with some AI opponents in it. You can pick up a lot of time on that 180 degree turn mid-way through the track, just be sure to airbrake early, not TOO early. :-/

7. Sebenco Climb (Length 4813M, Height 474M) - What would a racing game be without a snow level? Use your Turbo on that jump just after the first bend for some maximum air. This race is crazy fun when you get the hang of it.

8. Sol 2 (Length 4400M, Height 218 M) - This is one of my favorite courses, probably because it's lack of walls. Knocking an opponent off this course is piles of fun but be careful not to fall off yourself!

9. Karbonis (Length 3256M, Height 129M) - Karbonis is the easiest of the digital courses, although it can prove to be a decent challenge. Not much I can say about this one. Unlock Karbonis by achieving Gold in the first 8 races in Single Player > Single Race mode.

10. Sagarmatha (Length 4544M, Height 135M) - A little more difficult than Karbonis, just aim for the Turbo pads on the track and prey. Unlock Sagarmatha by achieving 25 Gold medals.

11. Manor Top (Length 4199M, Height 82M) - Manor Top has consecutive 90 degree jumps which can get pretty frustrating. Just be sure to Airbrake early and cut those corners tight.

12. Mandrashee (Length 3901M, Height 196M) - The final race in Wipeout Pure. In a tight race, make sure you hit those two Turbo pads on the left, just before the finish line. If you don't, the AI opponents will always blow past you at the end.

13. Staten Park (Gamma Pack 1, Length 4346M, Height 163M) - This is a fairly simple race in Single Race mode and you can see why it was left out in the beginning. The difficulty, however, is ramped up quite a bit in the Time Trials. You'll need to hit those boost pads consistently to achieve gold on all the speed classes.

14. Exostran Run (Not yet released in the USA)

15. Ubermall (Not yet released in the USA)

16. Sebenco Peak (Not yet released in the USA)

b. Single Race - This mode will let you play through any single race on the speed class of your choice. This is a great way to get comfortable with the tracks as well as rack up Gold medals for some unlocked goodies.

c. Tournament - the Tournament mode will run you through as little as 4 or as many as 8 consecutive courses. The amount of courses varies with the tournament which will be explained in the chart below.

Alpha Tournament

1. Vineta K
2. Modesto Heights
3. Chenghou Project
4. Blue Ridge

Beta Tournament (unlocked by achieving Gold in Alpha)

1. Sincuit
2. Citta Nuova
3. Sebenco Climb
4. Sol 2

Classic Tournament

1. Karbonis
2. Sagarmatha
3. Manor Top
4. Mandrashee

Ascension Tournament (Unlocked by achieving Gold in Beta)

1. Vineta K

2. Modesto Heights
3. Chenghou Project
4. Blue Ridge
5. Sincuit
6. Citta Nuova
7. Sebenco Climb
8. Sol 2

Gamma Tournament (Gamma Pack 1-4 only)

1. Exostran Run (UNRELEASED)
2. Ubermall (UNRELEASED)
3. Staten Park
4. Sebenco Peak (UNRELEASED)

d. Time Trial - Running time trials on courses will DEFINITELY help you become familiar with the tracks. After a record lap, you'll see a ghost of that lap appear on the course against you. You'll have the option of saving your ghost at the end of the race. I recommend saving and racing against it, so you can get a gauge of how well your doing in comparison to your previous run. (Ghost saves take up approximately 300kb of space on your memory stick) Scores for Gold on the time trials are listed below:

Course	Vector	Venom	Flash	Rapier	Phantom
1. Vineta K	2.04.00	1.45.00	2.04.00	1.49.00	2.02.00
2. Modesto Heights	2.12.00	1.53.00	2.16.00	2.00.00	2.18.00
3. Chenghou Project	2.34.00	2.15.00	2.36.00	2.20.00	2.43.00
4. Blue Ridge	2.32.00	2.11.00	2.36.00	2.20.00	2.43.00
5. Sincuit	3.14.00	2.44.00	3.14.00	2.44.00	3.16.00
6. Citta Nuova	2.50.00	2.29.00	3.04.00	2.44.00	3.10.00
7. Sebenco Climb	2.21.00	2.02.00	2.29.00	2.14.00	2.38.00
8. Sol 2	2.16.00	1.55.00	2.15.00	1.55.00	2.16.00
9. Karbonis	1.46.00	1.33.00	1.51.00	1.40.00	2.01.00
10. Sagarmatha	2.06.00	1.50.00	2.09.00	1.52.00	2.09.00
11. Manor Top	2.15.00	1.57.00	2.22.00	2.04.00	2.28.00
12. Mandrashee	1.53.00	1.35.00	1.53.00	1.40.00	1.55.00
13. Staten Park	1.53.00	1.36.00	1.50.00	1.34.00	1.50.00

e. Zone - This is my favorite mode, unfortunately it has only 4 courses to run. After getting comfortable with the controls in Wipeout Pure, Zone should be your first destination. Achieving Gold in all four courses opens the Zone Team for you to use, which is the best ship in the game. Some people may say Medieval is better, but I have much better luck with Zone.

Achieving Gold is easier said than done. Each course is broken into about 3 or 4 sections called "Zones". As you pass each Zone, a tally will appear in the upper-right hand corner of the screen. Every 5 zones you'll hear a voice call out your status, so don't bother looking at it. Each Zone will increase the top speed of your ship, eventually bringing you to around 1200km/h at Zone 30. Don't bother holding accelerate in Zone mode, just sit back and try to steer your way through it.

Around Zone 20-25, things really start to get interesting. Try for 3 or 4 perfect laps from the start because You'll need to conserve as much energy as possible to clear the final zones. You can achieve a perfect lap by not touching the walls or falling off the course. You can, however, bounce off the floor as much as you want.

1. Pro T020 - 25 Zones = Gold, Unlocks Mallovol course

instructions on how to install it. salesmunn@gmail.com

Gamma Pack info is shown below. Expect a music mixer to be available online in the future and there are rumors that some sort of level editor might come to pass, although I don't know if that will ever surface.

If your website is hosting the file for download and want to be mentioned in this FAQ, e-mail me and I'll check it out. I know there are a few out there but they all had excessive adult-themed advertising that I refuse to point you towards.

Gamma Pack 1 (UCUS98612DGAMMAPACK1)- This includes the Tigron Team, Staten Park course and the Pirahna GUI Skin (yay Red!). Staten Park is the only course found in the Gamma Tournament, which will have 4 total races once the 4 Gamma Packs are released.

Gamma Pack 2 - (Unreleased in the USA)

Gamma Pack 3 - (Unreleased in the USA)

Gamma Pack 4 - (Unreleased in the USA)

d. Wipeout Web Browser - Downloadable content will be accessed using a web browser that is built into the game. I'm not going into how to setup your PSP to browse the web through the internet in this FAQ. I will, however, give you a web address to visit if you want to do it. This is the portal that I've used, on the Absurd Genius website.

<http://www.base2.org/~fugimax/weblog/>

e. Known Bugs - Here are a list of bugs I've encountered in Wipeout Pure. If anyone out there has found more bugs or exploits, let me know.

1. Sleep Mode crash - Try not to put your PSP into sleep mode (flicking the power switch on the right) while in the middle of a race. The PSP will lose your Memory stick and force you to manual save from then on, or at least until you load up your profile. It might even crash on you if you sleep more than 2 or 3 times in a single race.

2. Distorted Audio - In over 30 hours of gameplay, twice I've had the audio become distorted with a light static during the race. The music also plays at a faster speed as well. If this occurs, exiting the race and reloading from the main menu will normally resolve it. Sometimes it will resolve the issue after that individual course is complete.

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v. 1.0 - Initial (sloppy) release

v. 1.5 - Corrected various typos

- Added damage explanation to Barrel Roll (II.d.1.)
- Added triangle button to key. (I.c.) [Sean Sharp of Ronkonkoma, NY]
- Corrected error on controller configuration. Sideshift IS possible with the Dual Airbrake configuration. [Thanks to Ryan Fruit, eLhabib(Austria!!) and Krystian.L for correcting my careless error.
- Added eLhabib's course suggestions to courses (VI.2.4)

