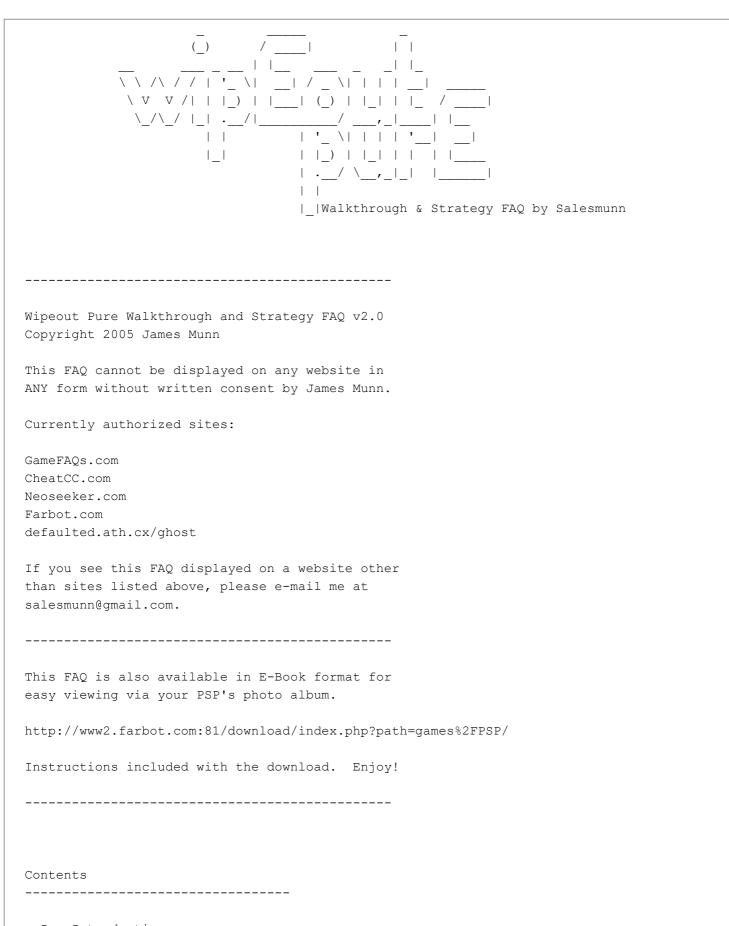
# Wipeout Pure FAQ

by Salesmunn

Updated to v2.0 on Jun 2, 2005



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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?

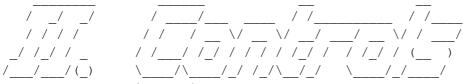
Wipeout Pure is more than just a web browser. If you have a PSP and have ever moderately enjoyed a racing game in the past, there's a great chance you'll enjoy Wipeout Pure. I've watched the Wipeout franchise from afar, but haven't owned a title until this one. There's very little wrong

with this game and it will definitely shatter any doubts about the power of your sexy handheld.

c. FAQ key

"Digital Pad"-4 button directional keys "Analog Nub" -the sliding controller "LEFT" -pushing the directional to the left "RIGHT" -pushing the directional to the right "L" -left shoulder button "R" -right shoulder button "O" -circle button "X" -X button "[]" -square button " / \ " -triangle button

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(Found under Profile>Options>Controls)

a. The default control settings for Wipeout Pure are as follows:

Airbrake Type: Dual Airbrake

Airbrake Left: L
Airbrake Right: R
Accelerate: X
Use Pickup: []
Reverse Camera: /\
Absorb Pickup: 0

The default setup will force you to press "L" to Airbrake during left turns and press "R" to Airbrake during right turns. This sounds simple enough but can get tiresome at higher classes and faster speeds. Double tapping "L" or "R" will Sideshift in the corresponding direction. [Thanks to Ryan Fruit, eLhabib (Austria!!) and Krystian.L for the correction]

eLhabib wrote:

"Furthermore, if you ask me or any other long-time wipEout player, dual airbrake is the way to go. f.ex. if you are on single brake setting, you can not do a sideshift to the right while in a left turn. try it, you'll see dual is better."

b. This is an optional controller configuration:

Airbrake Type: Single Airbrake

Airbrake: R
Sideshift: L
Accelerate: X
Use Pickup: []
Reverse Camera: /\
Absorb Pickup: 0

In this configuration, Sideshift is replaced by holding "L" and pressing

the "Analog Nub" in the direction of the Side Shift. I prefer this setting because I really don't use the Side Shift at all and this configuration really lowers my overall hand fatigue. I have achieved gold in every class with this configuration. Although eLhabib added a great use of Side Shift in the Courses section found below.

c. To nub or not to nub, that is the question.

There are a lot of people who complain about the "Analog Nub" on the PSP for numerous reasons (that I won't go into). If you ask me, I'd absolutely go with the "Analog Nub" for Wipeout Pure. You may be able to get away in the earlier races using the "Digital Pad" but it's really tough handling the vehicles at higher speeds without some kind of analog control. If you use my recommended control configuration (see II.b.), you should be very comfortable with the "Analog Nub" in Wipeout Pure. If you can't come to grips with the use of the "Analog Nub", I'd rethink your decision to play Wipeout Pure.

## d. Special Abilities

1. Barrel Roll Boost - While in the air, tapping "LEFT" "RIGHT" "LEFT" "RIGHT" will cause your vehicle to do a barrel roll that gives you a speed burst when you land. Be wary though, each barrel roll will cause damage to your ship. If you use a Shield pickup prior to your barrel roll, you won't take damage. Yes, you can kill yourself with a barrel roll!

#### Erick Brenema chimes in:

"...I still go back and forth between the two methods, I find barrel rolling easier with the nub and going straight/FAST with the digital."

I do the same, Erick. I actually find myself flipping to the "Digital Pad" to execute a Barrel Roll just because it's less sensitive and doesn't toss my ship off angle too much.

- 2. Speed Boost For a speed burst at the beginning of a race, press  ${\tt X}$  when you see the word  ${\tt GO}$ .
- 3. Vehicle Inertia Big props to Erick Brenema for dropping me a line making sure I added this to the FAQ. Pushing forward and back on either the "Digital Pad" or "Analog Nub" will cause your ship to lean forward or back. Pushing forward will cause your vehicle to actually gain speed. Obviously, pulling back will have the adverse effect, slowing your vehicle down. You should be leaning your ship forward during straightaways to gain some critical seconds on your time.

## Erick Brenema's thoughts:

"...on straightaways it is IMPERATIVE TO push up (which is why I have some difficulty with the analog nub, which is an aside...I have to learn to push forward without turning...much easier on the digital pad for that"



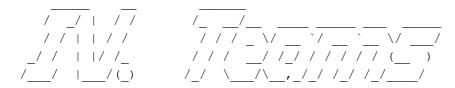
There are 5 classes to choose from in Wipeout Pure. The later the class,

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 | 3 **  | ***      | **     | ****   |             |
| Piranha    | ****  | **       | * * *  | **     |             |
| Assegai    | ***   | ***      | * * *  | ***    |             |
| Triakis    | ***   | **       | ****   | **     |             |
| Harimau    | ***   | ***      | **     | * * *  |             |
| Tigron     | ***   | ***      | ****   | ***    | (Gamma Pack |

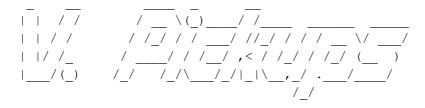
b. These last two vehicles must be unlocked. Zone, the best vehicle, is unlocked by achieving Gold in all 4 Zone races. Medievil is unlocked after achieving Veteran status on your Profile, which means 70 Gold medals or more.

1)

| Name     | Speed | Handling | Shield | Thrust |  |
|----------|-------|----------|--------|--------|--|
|          |       |          |        |        |  |
| Zone     | ****  | ****     | *      | ***    |  |
| Medievil | ***   | ***      | *      | ****   |  |

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.

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- 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.

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- 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

your path. Hitting one bomb does little damage but can be extremely effective if dropped in the right place. The mines will only last for 6 seconds so don't bother dropping them if your in last place, just absorb them into your shields. Best used around turns or when an opponent is right on your tail. Don't use mines in mid-air, AI opponents will rarely hit them. Mines let out a high pitched beep when placed on the track.

- 6. Missile {} A homing missile. Keeping an opponent in-front of you long enough will eventually cause a red crosshair to lock onto an opponent. This is normally a "can't miss" weapon, however I recommend a clear path between you and your opponent to insure it will work. Again, best when in a tight turn. Don't bother firing on an opponent in mid-air, it won't slow them down at all.
- 7. Disruption Bolt -\ This is by-far the most irritating pickup to get hit with. It's also the worst offensive pickup to use against AI opponents. Against an AI controlled vehicle, a Disruption Bolt will only slow them down for a few seconds. Hitting a human contender with a Disruption Bolt will randomly disrupt your controls. Disruption options could be any one of the following: Reversed Controls (ARGH!), Disabled Airbrakes or the camera will pan in and out. I recommend not making any sharp turns when your Disrupted, let it pass and continue on. Disruption Bombs do not seek a target so unless an opponent is close, it's probably best to just absorb this pickup.

#### / \

- 8. Bomb \'/ Bombs deal massive damage and will stay on a track until detonated. Bombs will detonate if a ship gets close or comes in contact with it. You cannot detonate your own bombs but the explosion from one WILL do damage to you. Be wary of an opponent who is flying directly in front of you, chewing on a bomb won't help your cause. Bombs are great to use around corners, sending the victim into the wall. Also try dropping bombs on speed boost pads on the course. Ideally, you should follow an AI and drop it in his path. If your in last place and your shields are low, you might want to consider absorbing a bomb instead of waiting to get infront of another ship.
- 9. Plasma ~.~ Plasma will generate a vicious ball of energy in front of you, then release it in a straight line. Best used in a straightaway or if an opponent is point-blank in front of you. Deals incredible damage on impact but because of it's few second delay to fire, it's hard to connect with at a distance. With practice you'll be able to time this weapon and be able to connect with it. If you hear an opponent firing it behind you, a simple sideshift will get you out of the way.
- 10. Quake /// Quake blasts an earthquake wave across the track in-front of you, damaging anything in it's path. Use Quake whenever you get it, because you won't see it too often. If you hear the computer say "Quake", make sure your energy is high and your ship is flying straight because your bound to get hit. Only real avoidance is being in mid-air or possibly out-running it, both are pretty difficult to time. Again, you won't come across this pickup too often. (about 5% of the pickups)



- 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. Exostra 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. Exostra 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:

| Cou | rse              | 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 |

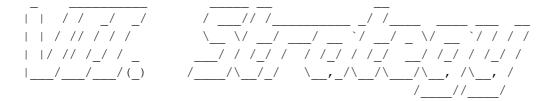
e. Zone - This is my favorite mode, unfortunately it has only 4 courses to run. After getting comfortable with the controls in Wipeout Pure, Zone should be your first destination. Achieving Gold in all four courses opens the Zone Team for you to use, which is the best ship in the game. Some people may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

- 2. Mallavol 25 Zones = Gold, Unlocks Coridon 12 course
- 3. Coridon 12 30 Zones = Gold, Unlocks Syncopia
- 4. Syncopia 30 Zones = Gold
- f. Free Play This is an open ride through any unlocked course of your choice. There are no Pickups available, however you are given a Turbo pickup at the beginning of each lap. This isn't a great practice mode, I'd stick with Time Trials and Single Races instead. At least you get something for your accomplishments.

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Below I will describe some strategy for achieving greatness in Wipeout Pure. Some of these may not work for you, but they've worked for me. These strategies are strictly for playing Single Player because Multiplayer opponents are much more intelligent. The AI in Wipeout is no slouch though and will put up an incredible fight in the Flash, Rapier and Phantom classes. Following these steps from the beginning should help you dramatically. I'll be adding more as the Gamma Pack downloads are released.

## a. OUT OF THE RACE STRATEGY

## 1. Single Airbrake and Analog Nub configuration

(see section II. a. & b.) - If Dual Airbrake gives you difficulty, you should consider switching to Single Airbrake control for hand comfort and ease of use. You should also use the Analog Nub from the beginning. Don't create bad habits that you have to try and break on Flash or Rapier class. If you look carefully, you'll see your opponents using Sideshift to avoid impact with other opponents, it's also great to slide into a Pickup or Turbo pad that you might otherwise skim past.

# 2. Single Race & Time Trials, then Zone

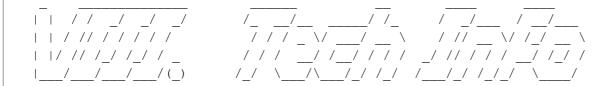
Start off running some Single Races and/or Time Trials on the Vector and Venom classes. Once you can comfortably achieve Gold there, you're ready for Zone. Getting Gold on Zone will unlock the Zone Team, which will help you earn additional Golds. The earlier you can get the Zone Team, the better.

## b. RACING STRATEGY

- 1. Don't hesitate to absorb a Pickup. Pickups are everywhere and spending 10 seconds deciding if you want to try and peg someone with a Disruption Bolt could mean passing over 3 other Pickups that could REALLY help you out. Besides, if your using the Zone Team, you'll need all the energy you can get.
- 2. Aim for the Turbo pad. The key to the best times and passing your opponents is hitting virtually every single Turbo Pad on the track. Turbo pads are white arrows on the course and are imperative to victory. Try to use every single one but if you miss an important pad, back it up with a Turbo pickup.

- 3. Aired out. Sometimes getting air isn't the best course of action. There are numerous times you'll fly over important turbo pads or pickups when trying to get too much hang time.
- 4. When to Boost? Boosting just before you hit a Boost pad on the track will actually slow you down. Your speed will only be as fast as your LAST boost ability. Boost pads on the track are not nearly as fast as the Turbo pickup.
- 5. Be sure to checkout my Bugs section below to familiarize yourself with some finicky things about Wipeout Pure before jumping in. Some are pretty important to note.

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- a. Creating a Custom Profile Image Hack I figured out a way to create your own Profile image in Wipeout Pure. I'll add links to a photo of my custom image soon. It's pretty easy to do, just be careful not to screw up your game save. Here's how you do it.
- \*WARNING Backup up ALL your game save files to your PC before attempting!!\*
  - 1. Attach your PSP to a PC via your USB cable.
- 2. Open the following folder, PSP\SAVEDATA\UCUS98612P0000. The first profile that will be listed in Wipeout Pure is named: UCUS98612P0000. If your looking for the second profile, the number should be UCUS98612P0001 and then UCUS98612P0002 for the 3rd profile.....and so on.
- 3. In that folder, there is a file named ICONO.PNG. That is your file image. Just open that file in any photoshop software (even MSPaint works, if you dare) and edit the photo. Don't make it any larger than the images 144x80 size. Now save the new ICONO.PNG file over the old one and start up Wipeout Pure!
- 4. This same process works with other game saves and loading images as well. Be sure to keep backups of the original images, just in-case you screw something up!
- b. Battery Life Be sure to leave your WiFi switch OFF when not using multiplayer or connecting to the internet. That will severely shorten your battery life (although I haven't tested it over long periods) Normal usage battery life should be about 4-5 hours, depending on how often you make the PSP access the UMD disc. (restarting courses, for example.)
- c. Downloadable Content Downloadable content is here! Many people have had extreme difficulty using the Wipeout Pure download site http://www.wipeoutpure.com/. If you happen to logon either via the Download section in Wipeout Pure or via the internet and have difficulty, e-mail me at the following address and I'll e-mail the 3.5mb file over with

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.

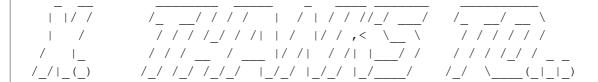
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- v. 1.0 Initial (sloppy) release
- v. 1.5 Corrected various typos
  - Added damage explanation to Barrel Roll (II.d.1.)
  - Added triangle button to key. (I.c.) [Sean Sharp of Ronkonkoma, NY]
- Corrected error on controller configuration. Sideshift 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)

- v. 2.0 Fixed a few minor typos and spelling errors
- Added info on Vehicle Inertia & Controlling Barrel Roll submitted by Erick Brenema. Thanks for the input buddy. (II.d.1.3)
  - Added Gamma Pack 1 information as well as upcoming Gamma Pack info
  - Created FAQ in PSP E-Book format for viewing on the go!

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I'd like to thank Infinity and his gaming & tech forum (www.farbot.com) for the editing of my first FAQ and hosting this FAQ in E-Book format.

Thanks to my girlfriend, who I ignored for two full evenings to write this damn thing in the first place and will probably be neglected with every Gamma Pack released in the future.

Thanks to Sony for making the PSP and releasing Wipeout Pure on the system.

Big props to eLhabib for this link to His and Def's ghost sharing website. You can download and upload your best times! I'm definitely going to upload some of my times. http://defaulted.ath.cx/ghost/

--QUICK NOTE: If your going to try for the best lap times, remember that the best times are for individual LAPS, not an entire race. This means that you should save your Turbo for just before the finish line at the end of your first lap, this will give you a necessary boost from the start of the second lap and you can use your next Turbo at the location of your choice.

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