

up unnecessary space. I assumed that nobody would actually need to know them, as they're spelled out in the instruction manual, and most people are intelligent enough to work them out for themselves. If, however, you want to know what the default controls are, e-mail me.

TIPS AND HINTS:

Accelerate:

Your craft will only keep moving for as long as you hold this button down. You might want to decelerate (by releasing the accelerate button) when going round sharp corners, however.

Fire weapon/Discard weapon:

Read more about weapons in section #5.

Toggle view:

If you're using a NeGcon, you cannot choose a different view when racing. You'll have to select a view from the Game Settings menu. Personally, I find the Exterior view the best, but that's a matter of choice.

Rear view:

Glance back over your shoulder to see who's sneaking up behind you. This is useful when choosing when and where to drop mines, which are a backwards-firing weapon. Sorry, NeGcon users, but you need a Dual Shock for this.

Hyperthrust:

Holding down this button gives your craft a massive speed boost, but at a price. Hyperthrusting rapidly depletes your craft's shield energy, making it more vulnerable to enemy attack. If your craft's shield energy falls below 25%, you cannot use the hyperthrust.

Airbraking:

When approaching a sharp left corner, press the left airbrake button to help you navigate through it. The same applies to sharp right turns and the right airbrake button. Pressing both airbrake buttons simultaneously will slow the craft down.

Pointing nose up/down:

Pointing the nose down slows the craft down, but making the nose go up helps it go faster.

Steering:

The WipEout craft are not like cars; if you point your craft in one particular direction it will keep going in that direction until you steer it somewhere else. Real cars have an "auto-correct" which makes the steering wheel move back to the central position when it is released, as opposed to most video game cars which stay moving in one direction until you tell them otherwise.

Proximity Indicator:

Pay attention to it. It tells you if any craft are sneaking up behind you, and is especially useful for NeGcon users who cannot use the Rear View button.

Power-up start:

At the start of a race, hold down the accelerate button until the controller starts to rumble. Keep the speed bar held in this position, controller vibrating, and when "GO!" is yelled, you will get a free speed boost.

3) ABOUT THE CRAFT:

Different craft have different good and bad attributes. It's up to you to choose which one you think is best.

*=Very poor
**=Poor
***=Medium
****=High
*****=Superb

FEISAR (Federal European Industrial Science and Research)

Speed: *

Steering: ****

Shield: ****

Country of origin: United Europe

Established: 2017

Colour scheme: blue and yellow

Logo: a circle with a blue, white and yellow swish inside it

How to unlock: available at start of game

This craft is excellent for beginners. It was the craft that I first learned to fly with, in WipEout 2097, so I still hold some sort of affection towards it. Use it to brush up your flying skills, but it won't get you very far if you want speed, not safety.

GOTEKI 45

Speed: **

Steering: ***

Shield: ****

Country of origin: Pacific Islands 45

Established: 2095

Colour scheme: yellow, black and pink

Logo: The letter G in yellow and pink, with the tail of the G terminating in an arrow, followed by the number 45, in white

How to unlock: available at start of game

Goteki isn't that fast, but it's faster than Feisar. You have to be pretty good with the steering buttons, too, if you want to master this craft. Goteki, however, has the best shield, so use it to bludgeon, barge, and basically push and shove your way to the finish. Fairly crude, rude and unkulcha'd, dude.

AURICOM INDUSTRIES

Speed: ***

Steering: ***

Shield: ***

Country of origin: North America

Established: 2025

Colour scheme: white, red and blue

Logo: a flower with white petals and a red centre

How to unlock: available at start of game

Auricom doesn't really shine in any department, but it's a good all-rounder, making it great for people who can't make their mind up about what kind of craft they want.

PIRANHA ADVANCEMENTS (my favourite!)

Speed: ***

Steering: ****
Shield: **
Country of origin: Brazil
Established: 2060
Colour scheme: red and yellow
Logo: a yellow parallelogram and trapezium side by side
How to unlock: available at start of game

Piranha is second only to Assegai as the easiest to steer. Together with its good speed, it can really cruise through tight corners and hairpin bends. Avoid crashes, bashes and dogfights, though.

QIREX RD

Speed: ****
Steering: **
Shield: ***
Country of origin: Russian Union
Established: 2017
Colour scheme: purple, brown and blue/grey
Logo: the letter Q made up of bands of brown, purple and blue/grey
How to unlock: win on the Terminal track using the four default teams

Being a Russian craft, Qirex is fast and power-guzzling. It has a frustratingly large turning circle. For advanced racers, i.e. people with strong, RSI-resistant thumbs.

AG SYSTEMS INTERNATIONAL

Speed: ****
Steering: ***
Shield: **
Country of origin: Japan
Established: 2017
Colour scheme: red, white and black
Logo: a figure with a white head and a red body
How to unlock: win on any two tracks with the Qirex craft

AG-S has the same high speed as Qirex. However, it has a weaker shield, but its easier steerage should compensate for this. It's still one for the more advanced players, though.

ASSEGAI DEVELOPMENTS ('Assegai' means a metal-tipped spear. Not a lot of people know that.)

Speed: ***
Steering: *****
Shield: *
Country of origin: United African Nations
Established: 2113
Colour scheme: bronze and blue/grey
Logo: the letters AD made up of blue lines
How to unlock: win on any three tracks with the AG-S craft

Assegai's steering is simply wonderful. It's more fluid than liquid silk. Unfortunately it has a rubbish shield (wet paper would put up more of a resistance), so better leave that hyperthrust button well alone.

ICARAS

Speed: *****
Steering: **
Shield: **
Country of origin: various

Established: 2109

Colour scheme: pink, purple and orange

Logo: a butterfly with an orange body and purple wings

How to unlock: win on any four tracks with Assegai

Icaras' poor shield will rapidly deplete when it gets knocked and buffeted, so use the hyperthrust sparingly. If you're good with Qirex (which has the same poor steering) then go ahead and try this.

Its phenomenal speed will leave the other craft idly admiring its tailpipes.

4) EVENTS AND RACE TYPES:

Now that you've picked a craft, you're going to want to race. Choose from one of the following to show off your skills in:

SINGLE RACE

Pretty self-explanatory. You can adjust the number of opponents (0, 4, 8 or 12), the weapons (on or off) and the checkpoints (on or off) from the Game Settings menu. All you have to do is come in first place to win. 1st, 2nd and 3rd places are awarded gold, silver and bronze medals respectively. Gold medals unlock tracks and craft.

TIME TRIAL:

There are no weapons, checkpoints or enemy craft in this race. Just try and bomb through as fast as you can. A ghost craft will fly the path of your previous best race. Don't worry; you can't collide with it. You can save one ghost craft in each memory card block.

CHALLENGE:

RACE CHALLENGE: Just try and come in first. Easy.

TIME CHALLENGE: Complete the circuit within a certain time.

WEAPON CHALLENGE: Eliminate a certain number of opponents.

COMBO CHALLENGE: You need to complete the first three challenges before you can race in the Combo Challenge. You need to come in first, beat the clock AND eliminate a large number of your opponents, all in the same race. Nasty stuff.

ELIMINATOR:

Set yourself a target from 1 to 99 points, then try and kill as many craft as possible. Niiiiice. You will get one point every time you eliminate someone or complete a lap. There's no time limit; you just have to try and reach your target amount of points before your opponents do. Any craft that get eliminated (including you) will re-appear at the starting line. The pit-lane is deactivated in the Eliminator, so the only way you can top up your shield energy is by using an Energy Drain (more about the pit-lane and the Energy Drain in section #5).

TOURNAMENT:

In this event, you race for points. The higher your final position in each race, the more points you'll receive. Whoever has the most points at the end of the tournament's four tracks wins.

If it's a draw, the player with the most medals wins. If that's a draw also, then the player with the greater value of medals wins (gold worth 3, silver 2, and bronze 1). If that's a draw too, the player with the lowest average racing time for the four tracks wins. The instruction manual doesn't say what happens if this is a draw, but maybe you get a Scissors-paper-stone subgame to determine the winner.

Anyhoo, here are the points you can score:

1st place = 10 points
2nd place = 6 points
3rd place = 4 points
4th place = 3 points
5th place = 2 points
6th place = 1 point
7th place = zilch points
8th place = zilch points

RACING CLASSES:

The Single Race mode is divided into four classes arranged in order of difficulty.

VECTOR: two-lap races. Ideal for novices, newcomers or those who like to take things steady.

VENOM: three-lap races. Ideal for intermediate pilots or those that fancy their chances.

RAPIER: four-lap races. Ideal for advanced pilots or those who want to break new ground.

PHANTOM: five-lap races. Only experts need apply. You must complete the first three racing classes before you can access the Phantom.

Note that the higher classes also have stricter time limits.

PROTOTYPES:

These are tracks that were designed for the game but never actually used.

Unlock these by winning all 64 gold medals in one racing class:

All Vector medals = S101/np62
All Venom medals = S102/mg71
All Rapier medals = S103/aw72
All Phantom medals = S104/aw73

5) WEAPONS AND POWERUPS:

You've picked a craft and a race, now you need to know about the various doohickies with which you can whack your opponents. But beware! They have weapons too, and would love to use them against you!

WEAPONS:

These are within coloured pads scattered around the track, shaped like four-pointed stars. The pads also change colour. If you fly over one of these weapon pads when it is pink, you will get an offensive weapon. If you fly over one when it is yellow, you will get a defensive weapon. If you fly over one when it is green, or immediately after an opponent has flown over it, you'll get nothing.

When you pick a weapon up, a female voice will tell you which one you've got, and the weapon's symbol and abbreviation will appear in the top centre of the screen. If an opponent is about to use a weapon against you, the female voice will say "warning".

AUTO-PILOT

ABBREVIATION: ap

SYMBOL: an arrow pointing towards an isosceles triangle balanced on one of its points.

DESCRIPTION: Not really a weapon as such, auto-pilot lets the PlayStation's CPU

take control of your craft for about five seconds. It's useful most of the time, but it doesn't control the craft as intelligently as a human would: it picks the shortest route from A to B rather than taking into account possible obstacles. Quite often it drives right into some mines that an opponent has dropped. You can press the Discard Weapon button to terminate autopilot and return to manual control at any time, and it is advisable to do so if you hear the Japanese lady say "warning" so you can dodge any attacks about to be launched at you. You also cannot fire any weapons when the autopilot is engaged, but you can pick one up.

DODGING: In 1-player mode, you are the only craft who can pick this item up. As it's not really a weapon, you don't need to worry if your opponent in 2-player mode picks one up.

CLOAK

ABBREVIATION: ck

SYMBOL: a square with a dot in its centre.

DESCRIPTION: Your craft instantly becomes invisible to all opponents. They can't see you to fire weapons at you, and their missiles can't target you. Lasts about four seconds. It also has the bonus of making your craft invulnerable to the Quake Disruptor and to energy depletion caused by running into walls and other craft. However, your craft can still be hit by passive attacks such as Mines and Force Walls. You also cannot fire weapons when you are invisible, but you can still pick one up.

DODGING: In 1-player mode, you are the only craft who can pick this item up. In a 2-player race an enemy craft using a Cloak will not be visible on your screen. Sneak a sideways glance at their screen and see if you can work out where they are by looking at the scenery. Then try and attack them.

ENERGY DRAIN

ABBREVIATION: ed

SYMBOL: a plus and a minus sign side by side.

DESCRIPTION: Pretty darn groovy is what springs to mind. When fired, it locks on to the nearest craft within its radius of destruction. Shield energy is sucked out of the opponent craft's reservoir and added to yours. The energy drain will stop when one of the following happens: the enemy craft runs out of energy, your craft's energy tanks reach their capacity limit, you overtake the enemy craft, the enemy craft moves too far away, a time limit is reached or the enemy craft

activates a Gravity Shield or a Reflector. The Energy Drain is especially useful in the Eliminator mode, when the pit-lane is deactivated (more about the pit-lane further down).

DODGING: In 1-player mode, you are the only craft who can pick this item up. But beware! There's a catch. If the craft whose energy you are half-inching is wearing a reflector, energy will be sucked out of your craft and added to theirs! Presumably if this happens you can press the Discard Weapon button to stop this, because strictly speaking it is your weapon to dump since you fired it in the first place. Since I've never been in this unfortunate situation I cannot be certain. If your opponent in 2-player mode picks one up and fires it at you, activate a Shield. A Reflector will not work if you activate it mid-attack; you have to already be wearing it when the attack begins for it to have any effect. If you don't have a Shield, try and get away as fast as you can. If you are not very far away from your opponent, you might want to try and slow down so that you fall behind them.

FORCE WALL

ABBREVIATION: fw

SYMBOL: a bent arrow pointing towards a wall.

DESCRIPTION: When fired, a bright orange wall made of lasers materializes, which you can fly straight through. Your opponents, however, will find that for them the force wall is like a real wall; they'll crash right into it, depleting their shield energy and slowing themselves down in the process. A Force Wall self-destructs soon after someone crashes into it.

DODGING: In 1-player mode, you are the only craft who can pick this item up. In 2-player mode, you can destroy a Force Wall with a Quake Disruptor or a Plasma Bolt.

GRAVITY SHIELD

ABBREVIATION: gs

SYMBOL: a square with an arrow erupting out from either side of it.

DESCRIPTION: Complete and total invincibility for about four seconds. Using hyperthrust will still deplete shield energy though. You cannot fire a weapon when your craft is wearing a shield, but you can still pick one up. A good time to activate Shield is when you hear the lady say "warning".

DODGING: It's pointless to fire a weapon at a craft wearing a shield, because it won't hurt them. They can plough straight through mines you've dropped, and not even the mighty Plasma Bolt can injure them.

MINES

ABBREVIATION: mi

SYMBOL: a row of five dots.

DESCRIPTION: These are Wip3out's only backwards-firing weapon. Press the Activate Weapon button and about half-a-dozen boxes of boom will spew from your craft's tailpipes. Any craft that hit one (or more) will be subject to energy-depleting explosions. Use the L1 (rear view) button to help you see when and where would be a good place to put them. When dropping mines, try and fly all the way to the side of the track, then all the way to the other side. In this way you can try and cover the width of the whole track with your mines (it takes some practice). If your Proximity Indicator shows that there is a craft directly behind you, then is a good time to launch mines.

DODGING: Rockets and Quake Disruptors can destroy mines, but note that in 1-player mode you are the only craft who can pick up a Quake Disruptor, so your opponents' only means of destroying mines are Rockets. Mines are quite hard to see, and you don't often notice them until you've hit one, so be on your guard.

MULTI MISSILES

ABBREVIATION: mm

SYMBOL: two bent arrows.

DESCRIPTION: These weapons come in groups of two, and consequently can target up to two craft. If only one craft is within the firing zone, then both Missiles will target it. If there are more, then the Missiles will target the nearest two. Targeted craft have a white square round them, which indicates that these are the craft that the Missiles will hit when fired. You must only fire if you can actually see the targeted craft, not just the white square. If the craft is behind a wall or around a sharp corner, then the Missile will just hit the wall. This may sound obvious, but it was a source of frustration for me until I realised the basic stupidity of the Missiles' tracking system, in that they aren't clever enough to fly around corners.

DODGING: Difficult. In WipEout 2097, the warning voice told you which weapon an opponent was about to use against you. Wip3out's warning system informs you if an opponent is about to fire at you, but doesn't say which one it is. As a result it's hard to know what to do when you hear the warning. By the time the warning sounds, the opponent will have targeted you,

so hyperthrusting away or darting round a sharp corner is the only way you can avoid having this giant firework hitting your tailpipes. If you have any better advice, please tell me.

PLASMA BOLT (my absolute favourite powerup!):

ABBREVIATION: pb

SYMBOL: an arrow with four small vapour trails branching off it.

DESCRIPTION: The most lethal weapon Wip3out has to offer. It eliminates craft upon impact (cue evil laugh). It only fires in a dead straight line, and takes 1.5ish seconds to power up, making it very tricky to aim. It's best to fire it if an opponent is very close to you, so you've more chance of getting it right. Once hit with it, a craft turns black and spins round before vanishing into thin air, then the commentator lady says "Contender Eliminated". Very dramatic. It also makes a lovely "tsseeeehrr" noise when powering up.

DODGING: In 1-player mode, you are the only craft who can pick this item up. In 2-player mode, if you hear that "tsseeeehrr" hiss, dodge round a sharp corner or sway from side to side like a maniac so that your opponent finds it hard to aim at you. Alternatively you could drop some mines so that the Plasma Bolt hits those instead of you.

QUAKE DISRUPTOR

ABBREVIATION: qd

SYMBOL: a large arrow with a hump in the middle.

DESCRIPTION: A huge ripple surges ahead of you, lifting the track up and slamming it back down savagely, like someone wafting a sheet. It causes severe energy depletion, and affects all craft that you can see on the screen (except you). Try to use it when you can see several craft on the screen (at least three is good). If they have low shield energy you might even eliminate them.

DODGING: In 1-player mode you are the only craft who can pick this item up. In 2-player mode, if your opponent has a Quake Disruptor, by the time you know about it it's usually too late. If you happen to glance sideways at their screen and notice that they have one, hyperthrust away out of their sight, if you're not too far away from the end of a race. If you still have a way to go before the race ends your opponent is bound to catch up with you sooner or later. If you're quite close to your opponent, try and fall behind them where the Quake can't get you, and you can then fire at your opponent from behind. If you have a Shield, Cloak or Reflector handy, you can stay in front of your opponent and activate it when they launch their Quake.

REFLECTOR

ABBREVIATION: rf

SYMBOL: an arrow pointing away from a wall.

DESCRIPTION: The Reflector sends an attack back toward its original source, with the exception of passive attacks such as Mines or Force Walls. Active attacks however, such as Quakes, Plasmas, Missiles and the like, will be reflected. The Reflector is not a Shield; crashing into things still depletes your energy, as does hyperthrust. The Reflector is best activated just after the lady says "warning". The instruction manual says it is best activated just after an attack, but this is false. You have to already be wearing the Reflector when the attack happens for it to work.

DODGING: Don't fire at anyone wearing a Reflector! Once I made the fatal mistake of trying to use a Quake against someone wearing a Reflector; my craft was hurled into the air, and my energy was depleted to such an extent that a Missile launched at me a few seconds later finished me off.

ROCKET:

ABBREVIATION: rt

SYMBOL: two straight arrows.

DESCRIPTION: These come in groups of two and fire straight ahead, so it's best to use them when an enemy craft is fairly close to you. They make a good deterrent if someone is sneakily trying to overtake you. Drain shield energy upon impact.

DODGING: Pretty much the same as Plasma Bolts, only you don't have as much time to get away, because Rockets do not need to power up. They aren't really that destructive; they slow you down more than they really hurt you.

OTHER POWER-UPS:

PIT-LANE:

The pit indicator is just to the left of your current weapon indicator. An arrow will appear in white showing you whether to turn left or right to access the pit-lane. When in the pit-lane, your craft's energy supplies will be topped up according to how much time you spend in the pit-lane; i.e. the longer you spend in there, the more energy you will get. If you're not too pressured for time, it's a good idea to decelerate in the pit-lane so that the craft slows down and thus spends more time in there.

Note that the pit-lane is switched off in the Eliminator.

Note that the pit-lane indicator is switched off in the Prototype tracks.

SPEED CHEVRONS:

Blue chevrons (known as speed pads) scattered around the track will give you a brief speed boost if you fly over them. Speed pads on straight areas of track will help you to overtake the other guys, but speed pads on corners may make you more likely to hit the wall and crash. As you become more experienced, you'll know which pads to hit and which to avoid.

6) TRACK WALKTHROUGH

If a track seems really hard, you can always enter the "game settings" menu and deactivate the opponents and checkpoints, and then practice on the track by yourself. You can learn about the circuit, or just play around for fun, without having to worry about other crates or a ticking timer. You won't win any medals though.

STARTING TIMES:

i.e. the amount of time with which you start the race

VECTOR - 50 sec

VENOM - 40 sec

RAPIER - 30 sec

PHANTOM - 20 sec

CHECKPOINT TIMES

i.e. the amount of extra time a checkpoint gives you

VECTOR - 30 sec

VENOM - 20 sec

RAPIER - 15 sec

PHANTOM - 10 sec

PORTO KORA: A nice easy circuit, but the curves and corners trick you into thinking you have to slow down when you don't really. They are more gentle than they look from far away and you should be able to fly through with relative ease. Most speed pads are on the left, so keep there. Before too long you'll

find a jump with an X symbol above it (not sure what it's for) and two weapon grids side-by-side on it. Get ready to turn right, as it's a blind jump, then afterwards there's a tunnel (look on your left as you prepare to enter it and you'll see a train. Nice touch.). The tunnel slopes downwards, so pull your crate's nose up to give yourself a smoother ride, then push it back into a horizontal position when the track does so. Towards the end of the tunnel there's a fairly sharp right turn which brings you out into the open, then after the next left turn the pitlane is on your right. The pitlane re-enters the main track at a rather sharp angle, so be on your guard. That's one circuit done. I like the birds near the start of the track which fly away when you come near.

MEGA MALL: In all the other tracks, the finish line is immediately after the pitlane, but this is an exception. You still have about another 1/8 of the track left to do when you come out of the pitlane, and it's also the shortest PL in the game. As if in compensation, it's very easy to get in and out of. As you begin the race, there's a gentle left turn which then snakes out to the right. You'll then enter a green metallic tunnel with pits that you must jump over in it. Keeping your nose down as you fly over them will make it a bit easier. After the first pit, keep to the right to make the most of the speed pads. After the checkpoint comes a downward corkscrew section, which is a pretty amazing feature. The other craft keep towards the middle and the left here, so as to take it easy, but you can overtake them easily by keeping to the right. Swerve to the right just after the checkpoint. You can perform this manoeuvre earlier or later depending on how fast or slow you are going. Decelerate briefly as you pick up speed or it'll be hard to steer. The pitlane is soon after the corkscrew, then a few easy turns bring you within sight of the finish.

SAMPA RUN: This one has a nasty first corner, so don't build up too big a head of speed as you approach it. Give yourself a little boost of hyperthrust by all means if you're feeling brave, but it's a long way to the pitlane, so be careful. Right after the horrid corner is a steep ramp, which slopes blindly to the left into a tunnel. Note the ultraviolet lights in the tunnel which make the blue bits of your ship glow. Feisar looks especially good. After the tunnel come two or three little jumps, then two more tunnels, the second of which also slopes upward. Hug the right wall to get the speed pad and the weapon grid, then move to the left and hug that wall to get the other two. Then the track slopes down and sharply to the right. After the next left turn the track splits in two. Pick a route. The left route is a shortcut, which slopes up and then sharply down and gently to the right. Don't go too fast or too high at the crest of the hill or you'll hit the scenery. The right route slows you down because of a left turn, but it's easier to pick up a weapon because you can see the grids clearly, unlike the short left route which hides the grids with its slope. Shortly afterwards there's yet another tunnel, which curves fairly sharply to the right and then there's the pitlane on your left.

STANZA INTER: I'm not sure what the name of this track is supposed to mean; a stanza is a recurring group of lines in a poem, and inter as a transitive verb means to bury. So it could mean 'poetic burial' or 'the burying of poetry' meaning to sacrifice art for science. I really don't know; maybe it's Latin. This one has a beastly first corner like Sampa Run, except this one is way sharper and goes to the left. If you're good you can hit the weapon grid. An almost-as-nasty corner, this time to the right, awaits you, then another (more of a hard curve than a corner) to the left. Now the track splits in two. Left is usually easier. It lets you pick up a good head of speed, and the pads and grids are easier to hit. Its big drawback, however, is that it's so straight dodging attacks is almost impossible. On the other hand, this could be to your advantage, as your opponents will find it hard to dodge any attacks you make. The other route snakes from side to side, rendering you unable to pick up speed

and the pads and grids are hard to hit, but it has corners to hide behind if someone tries to attack you, and it joins the main track much more gently. A tunnel curving to the left awaits, then a short stretch out in the open brings you to another tunnel, this one also curving left. A slight slope going to the left slows you down as you exit (nice train overhead here), then a curve to the right soon brings you to the pitlane on your left.

HI-FUMII: Unlock by getting a gold medal in each of the first four tracks. This industrial track is fairly short (about as short as Mega Mall) but it seems long because it's so tricky. Turn right at the first curve, then hug the left wall to pick up the weapon grid at the mouth of the tunnel. The tunnel also curves right, then you should be prepared to turn left (interesting roofy bit above your head here). Two gentle curves lie ahead; first left, then right, which you can whizz through easily. Ahead is a wussy poster (not a patch on the Red Bull advertisements in 2097) with a silly mascot saying "safety first". As soon as you see it, hug the left wall. There's a 90 degree corner here, so keep hugging the wall and hit the right airbrake. It takes some practice; press it for too long and you'll slew round 180 degrees, too little and you'll crash into the wall below the poster. If you've got an autopilot, use it here. If you're not feeling daring, press both airbrakes and move slowly round the bend. You'll slow down, but not as much as you would if you crashed. The track curves gently left, then there's a horrid tunnel ahead. It's too narrow for overtaking, and if you have a Force Wall or Mines, drop it here as there's no way the other craft can avoid it. Keep to the left as this is the direction the tunnel goes at first, but as it evens out stay in the middle. When you're out in the open, there's a gentle left curve, then ahead is a jump. If you want to visit the pitlane, steer left in mid-jump or it'll be difficult to enter, but not too far left or you'll hit the scenery. If your energy's fine, you can just go straight ahead with no problems.

P-MAR PROJECT: Unlock by getting two gold medals in Hi-Fumii. This is a gorgeous circuit; even more beautiful than Mega Mall. It's an outdoor track with greenery contrasting with pastel-coloured concrete. There's even blossom falling from the cherry trees. Now that I've finished gushing about how nice it looks I'll tell you how to drive through it. There are three or four gentle bends alternating left and right, then a tunnel. Before the tunnel, the outer edge of the track slopes upwards, producing a thrilling increase in speed as you turn right. The tunnel in question curves left, then be ready for another left turn as you come out into the open. A series of cute little jumps follow, then a few fairly gentle curves bring you to a glassy tunnel which curves right, and again the outer edge slopes upwards. Then there's a massive, and I mean massive, jump. Nice hot air balloons here. Be careful as you touch down, as there's a hard left which Goteki, Qirex and Icaras won't like. A hard right brings you into a tunnel, which curves left, presenting the pitlane, also on your left.

MANORTOP: Unlock by getting three gold medals in P-Mar Project. This track doesn't need much explaining, as it's pretty repetitive, but that doesn't mean it's boring or unexciting. What I mean is that the techniques used to beat the track are virtually the same all the way through. The circuit is full of 90 degree turns, which require the airbrake. Don't think that you should use the same technique you used in Hi-Fumii, though. Short, quick taps of the airbrake are what you need; believe it or not, one tap is enough to get you round one of these bends. That's basically all you need to know, as you can see the bends clearly from a distance because they sport prominent chevrons. Towards the end is a biggish jump, which leads you to a tunnel, which curves hard to the right, then another almost-90-degree turn brings you towards the finish. Pitlane's on the right. Sorted.

TERMINAL: Unlock by getting four gold medals in Manortop. This track is really

short, but has a dark and fierce beauty. An upward-sloping bend curving to the left awaits you as you begin this race. Keep left to get all the pads and grids. This is then compensated by straightness for a bit. Then a right brings a downwards-sloping tunnel with sharpish turns, presenting problems for novices, then once out in the open it turns a hard right. A series of easyish curves and straight bits takes you to and then through a tunnel, and in the distance, the pitlane appears on the right, very easy to see as a bright blue highlight.

S101/NP62: Unlock by getting all 64 gold medals in Vector. This track is so easy it's barely worth writing a walkthrough for. If you unlocked this track the proper way and not with a cheat, you must have enough experience not to find this track a problem. The curves are all gentle, and even the big jump won't faze the average player. Bear in mind that the pitlane indicator is deactivated in the prototype tracks, so you might have trouble spotting the pitlane. Just look out for the "Let's be friends!" posters on your left, and that's where the pitlane is.

S102/MG71: Unlock by getting all 64 gold medals in Venom. A gentle right and then a left start this track off, then a tunnel follows. The tunnel goes upwards and slightly to the left, then straightens out and narrows slightly, but still moving upward. Next is a gentle right, which helps to hide the next bit of track, as does the crest of the hill you just climbed. Gradually the track moves downhill, and when it does look out for a series of tiny bends. From a distance they look like bends, that is, but they are so gentle you can stay in the centre of the track and not have to worry at all. A slightly less gentle left turn uphill awaits. Here the outer edge slopes upwards like it did in P-Mar Project. Some gentle bends, which go slightly uphill, bring you to a big jump, almost as big as the one in P-Mar Project. A gentle left then hides a harder right which catches you unawares. The last few turns are easy, but there's a rather hard left just before the pitlane. The pitlane itself is on the right and very easy to see, but there's a slightly hard right needed to rejoin the main track.

S103/AW72: Unlock by getting all 64 gold medals in Rapier. There are a limited number of analogies in the universe, but this one describes this track very well: if the Wip3out prototype tracks were animals, this one would be a rabbit with steel teeth; i.e. very pretty to look at, with a deadly hidden bite. It is an attractive track, and I think it's a shame that it wasn't one of the 8 final tracks made for the game, as it's very challenging.

Anyway, it starts off with a straight run, but an easy-to-navigate left turn changes that, then it very quickly becomes straight again. A right turn follows, which seems fairly tame from a distance, but needs you to be on your guard. A medium jump is next, but be careful when landing as there's a hard U-turn to the right. Difficult. A cute little jump leads you into a hexagonal tunnel (a nice feature not anywhere else in the game). Slow down in here as it's quite easy to build up a head of speed. A hardish left and right follow, then a straight run appears, with arches overhead that make you think you're going faster than you really are. Some bends follow, which require little more than nudges of the steering buttons to get you through them. A gentle right turn is next, hiding a hard left one. Another hexagonal tunnel follows. The next few bits are easy, but watch out in the next hexagonal tunnel. The tunnel itself is easy to navigate, but a jump follows, and if you don't move immediately to the right you'll never make the pitlane.

S104/AW73: Unlock by getting all 64 gold medals in Phantom. After the hardness of S103/AW72, I expected this one to be seriously tough. How very disappointing it is. After all that effort unlocking it, it's very easy. Your skills will only be remotely taxed, and all the little techniques you've learned throughout the course of the game in navigating sharp corners will not be needed here. The

corners and curves are all marked by chevrons and are easy to see, and the ones that aren't are very tame. The only thing barely worth mentioning is that the right turn before the pitlane is slightly harder than all the other bends in this track. What an anticlimax.

7) AUDIO TRACKS

Here are the audio tracks in the order that they appear when you scroll between them in the "audio settings" menu. You can also put the Wip3out CD in a conventional audio CD player and hear the tracks that way too. Track 1, however, contains the game data so you won't hear anything if you try and play track 1 in a CD player. Skip it and Track 2 will be "Feisar" by Sasha, and so on.

SASHA: Feisar
UNDERWORLD: Kittens
SASHA: Icaras
ORBITAL: Know Where To Run
SASHA: Auricom
MKL: Surrender
PROPELLORHEADS: Lethal Cut
SASHA: Goteki 45
THE CHEMICAL BROTHERS: Under The Influence
SASHA: Piranha
MKL: Control
PAUL VAN DYK: Avenue
SASHA: Xpander

<http://www.musicfanclubs.org/chemical/chem.htm> is the official Chem Bros site. The Ultimate Band List (<http://www.ubl.com>) has more info if you want it. It has information on just about every artist on Earth!

8) CHEATS

Enter these names in the "default names" option in the "game settings" menu. Alternatively type them in when you beat a race or lap record and the game asks for your name.

-AVINIT: Unlock all ships
-BEBEDEE: Change the colour of the speed pads from blue to white
-BUNTY: Unlock all tournaments
-CANER(space)W: Unlock all prototypes
-DEPUTY: Unlimited random weapons
-GEORDIE: Invincibility
-JAZZNAZZ: Unlock Phantom (I've come across many versions of this cheat, including JAZNAZ, JAZNAZZ and JAZZNAZ, each one claiming to be the correct one. If one of them doesn't work, try another version until you find one that does. Or maybe they all work. If you know please write as I can't be bothered to find out myself)
-LINK: Enable 4-player mode (link cable or multi-tap req'd)
-MOONFACE: Unlimited Hyperthrust
-NOWHEELS: WipEout 1-style collisions
-THEHAIR: Unlock all challenges
-WIZZPIG: Unlock all tracks (excluding prototypes)

9) CREDITS AND ADDITIONAL INFO

Credit goes to:

ME: for the time and patience.

PSYGNOSIS, STUDIO LIVERPOOL, CURLY MONSTERS, THE DESIGNERS REPUBLIC, GOOD TECHNOLOGY and any other companies involved in the WipeOut series, for producing such a great game series.

MY BROTHER: Tom, who first introduced me to WipeOut 2097.

MY PARENTS: who bought me WipeOut 3. Thanks go to my dad for letting me use his PlayStation and to my mum who bought the PlayStation in the first place.

XTRA SUPA DOPE THANKS: To all those who have contributed to the writing of this FAQ. This list will expand in the future, and anyone who sends in contributions or ideas for improvements to my FAQ can expect to see their name here.

Graham Fredrick: for the extra tips, which I put on the third update.

Christian Wirth: for the power-up info, and the ASCII art modifications, which I placed on the fourth update.

GOOD WEBSITES:

<http://www.kleber.net/wipeout3> is the new location of the WipeOut 3 official site.

<http://www.wipeoutfusion.com> is the official site for WipeOut Fusion.

<http://pub55.ezboard.com/bwipeoutforums> is a discussion board I've created for nattering about all things WipeOut. So go and have a look. There is also a separate forum there for discussing non-WipeOut related things, if you feel like it. You have to register with Ezboard to post a message, but it is FREE and the account will work with any other discussion board in the Ezboard range.

<http://www.wipeoutzone.com> is a tribute site created by dedicated webmaster Infocinated. The site has been commended by Sony themselves!

Rock on, gamers everywhere, because that's basically it.

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