



INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING
WIPEOUT™ FUSION

www.wipeoutfusion.com



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



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INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

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THE F9000 ANTI-GRAVITY RACE LEAGUE

INTERNATIONAL FEDERATION OF ANTI GRAVITY RACING

"It falls upon me to once again thank our founder, the late Pierre Belmondo, for his pioneering work in the field of anti-gravity research. We at Auricom are determined to carry on racing in his name, pushing back the boundaries..."

- Gideon Oldfield, Director of Auricom Research Industries

"Omarr Khumala's aggression bonus should be in his account by Thursday. Further money will be coming if he can wipe the smirk off Daniel Johnson's face and we'll buy him his own diamond farm if he puts Auricom out of business for good."

-Tigron Enterprises internal memorandum marked for disposal

"I do not separate out the parts. I do not believe in craft and pilot, weapons and shields, attack and defense. Everything is part of the whole, and that whole is the pursuit of magnificence. And I admit, I am at the heart of it. It is my vision. My mind that conceives the plan. My hand that makes the final adjustment. My pilots and myself, we are not separate. We work as one. One team. Piranha."

- Extract from 'The Fish That Bites', the autobiography of Aries Piermont, owner of Piranha Advancements

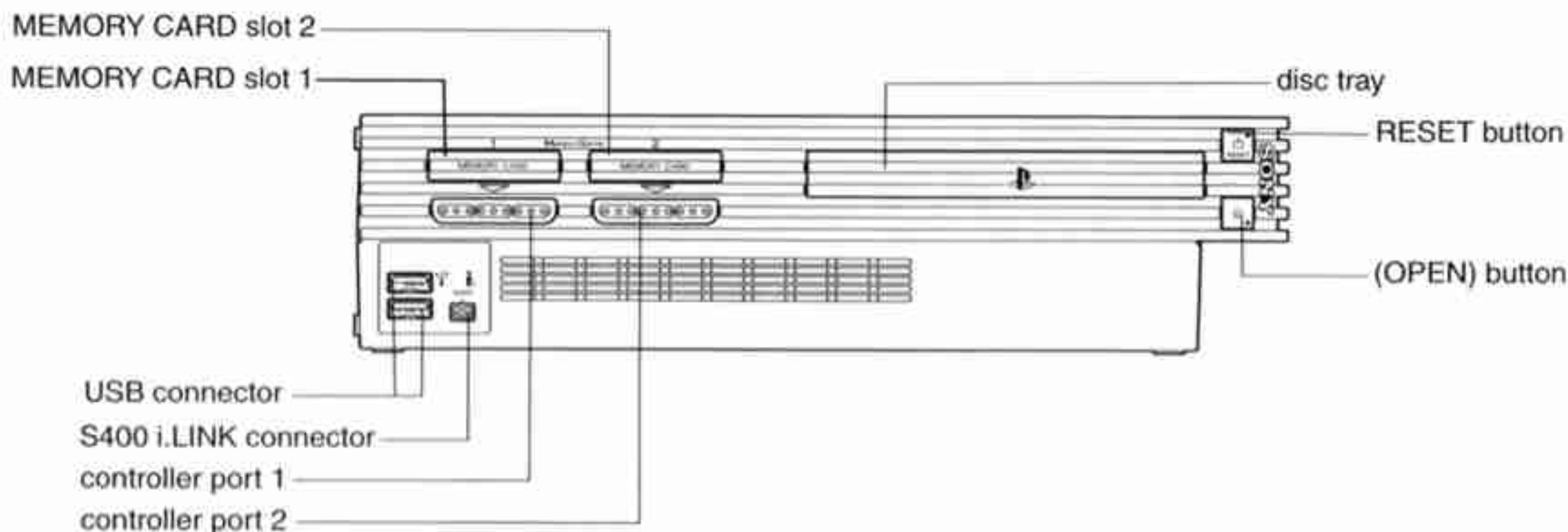
"Yaaaay! Where do you think you're going now suckers? Do you think you can win it? Do you? Do you? If you think that, you're freaking insane! Let's face it, Natasha Belmondo IS anti-grav racing. Descended from the noblest of ancestors, Monsieur Pierre Belmondo himself, Natasha is the queen of it all. When she REJECTS you, it is personal. When she ACCEPTS you, you have arrived. Natasha Belmondo and Xios will now take on the world!"

- Xios International press release following the defection of top pilot Natasha Belmondo from Auricom to Xios

01/

SETTING UP

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **WIPEOUT™ FUSION** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

PLEASE NOTE: Throughout this manual, the term "Memory Card" is used to describe the Memory Card (8MB) (for PlayStation®2). Memory Cards designed for use with the PlayStation® format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your console. You can load saved game data from the inserted Memory Card, or any Memory Card containing previously saved **WIPEOUT™ FUSION** data.

Make sure there is enough free space on your Memory Card before commencing play.

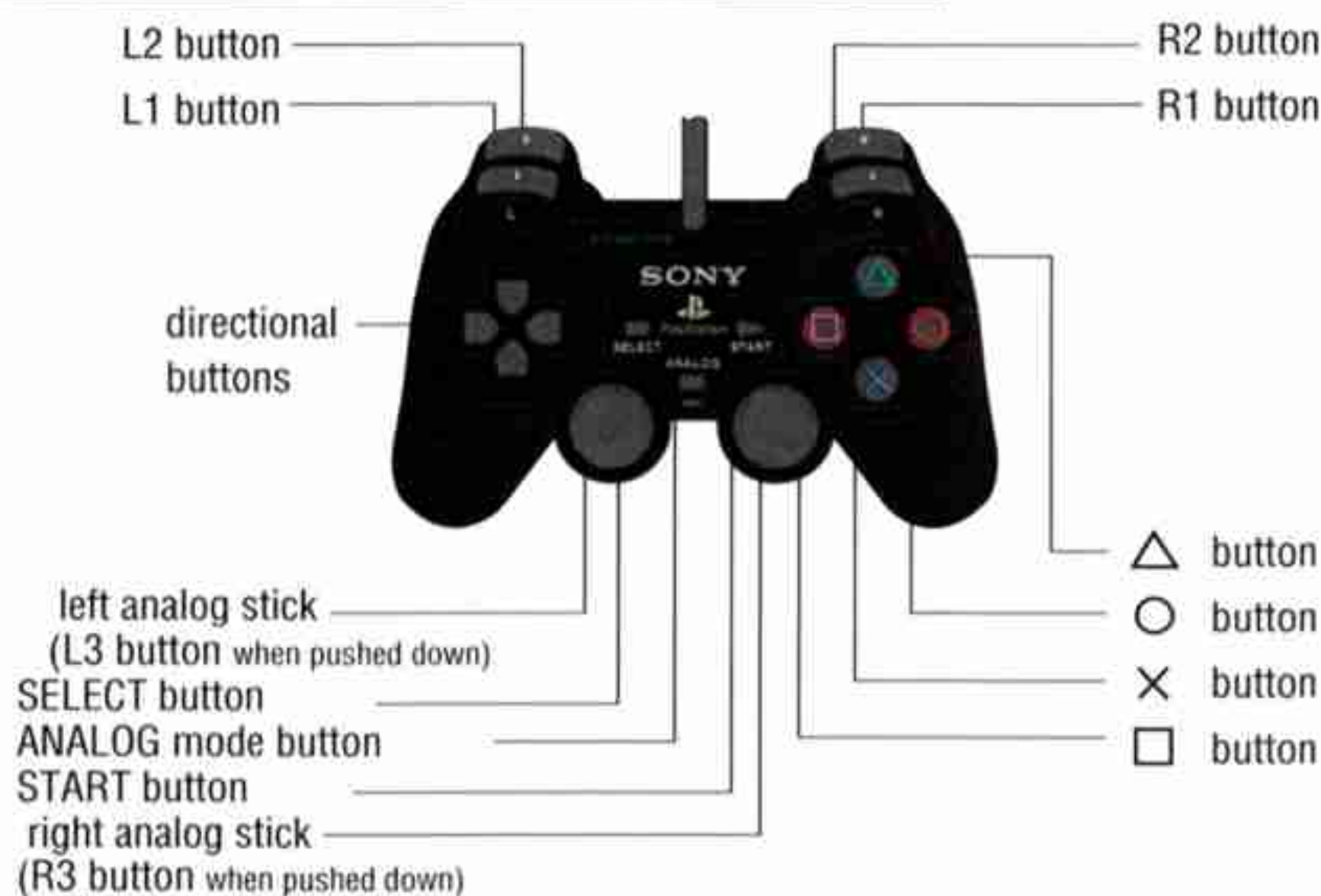
02/ AUTOLOAD

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

If a Memory Card containing previously saved **WIPEOUT™ FUSION** data is inserted into MEMORY CARD slot 1, an on-screen message will be displayed at boot up stage. You will be given the option of loading previously saved **WIPEOUT™ FUSION** data. Up to five **WIPEOUT™ FUSION** saved games can be stored on one Memory Card.

03/ DEFAULT CONTROLS

DUALSHOCK®2 analog controller configuration



L2 button - Left airbrake

L1 button - Rear cam

R2 button - Right airbrake

R1 button - Fire weapon

left analog stick - Steer

SELECT button - Music player

START button - Pause

△ button - View change

○ button - N/A

× button - Thrust

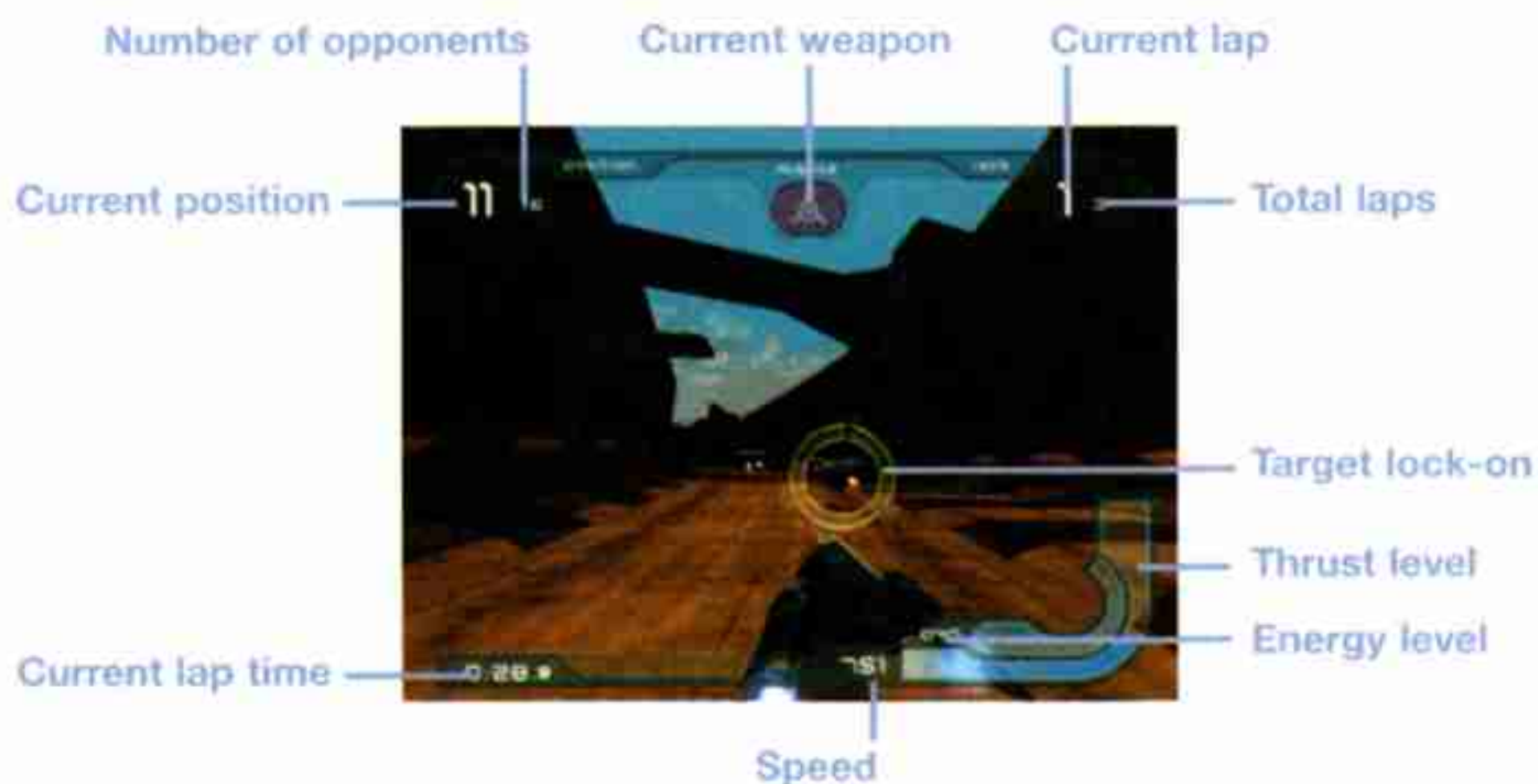
□ button - Ditch weapon

NOTE: The vibration function of the DUALSHOCK®2 analog controller can be toggled on or off in the Controller Menu within the Options Menu, described elsewhere in this manual.

04/

ARCADE GAMESCREEN

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING



05/

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **ⓧ** button to confirm. To return to the previous menu screen without accepting any option changes, press the **ⓐ** button.

06/

MAIN MENU



The options on the Main Menu are as follows:

ARCADE	go to the Arcade Menu below
AG LEAGUE	go to the AG League Menu below
CHALLENGE	go to the Challenge Menu below
ZONE	go to the Zone Menu below
TIME TRIAL	go to the Time Trial Menu below
MULTI PLAYER	go to the Multi Player Menu below
GAME STATISTICS	go to the Game Statistics Menu below
EXTRAS	go to the Extras Menu below
OPTIONS	go to the Options Menu below

▣ ARCADE MENU

Select your Team, Pilot, Location and Course before launching into a one-off race featuring sixteen competitors over three laps, where the aim of the game is to finish in the medals. Use your weapons tactically or turn them off via the Options Menu (explained elsewhere in this manual). Set Damage Simulator to OFF to ensure the craft's handling will not be affected by any damage taken. If your shield energy is depleted, head for the pit lane to re-energize.

▣ AG LEAGUE MENU

Select your Team, Pilot and desired League before commencing play. The AG League is fought out over ten league events featuring sixteen craft in each race. One point is awarded for finishing the race, with the champion securing twelve points, the runner-up ten points and the third-placed pilot netting eight points.

Money is awarded at the end of each race as a result of Race, Damage, Skill and Time Bonuses. You can use the reward money to upgrade your craft in the following categories: Top Speed, Thrust, Lateral Stability, Brake Force, Weapon Power and Shield Power. When you have completed the final league, you will unlock a Custom League, where you can create your own league system.

06/

MAIN MENU

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

▣ CHALLENGE MENU

Pick your Team and then complete each challenge in sequence to unlock that Team's special Super Weapon (see the "Super Weapons" section outlined elsewhere in this manual for more details). In each event, you must at least secure the bronze medal to progress to the next challenge.

Challenge Mode events include **RACE** (finish in a certain position), **TIME** (attain a certain lap time), **CHASE** (overtake or attack another craft within a certain timeframe), **SURVIVAL** (see out a number of laps), **ELIMINATION** (take out a pre-determined number of enemy craft) and the mysterious **GOLD** Challenge.

Have you got what it takes to go for gold?

▣ ZONE MENU

Select your Location and Course, then get ready for an assault on your senses, as the g-forces take hold, in what we can safely say is the fastest thrill sensation you are ever likely to experience. Starting at Zone Level 1 and maintaining a speed of 1000 kph, you will go up a zone every ten seconds as your craft increases in speed. Make it to Zone Level 30 and you will be rewarded with a medal, but it does not end there as Zone Levels are unlimited and, as this is a score-based event, the longer you can stay on track, the higher your score will be. Bonus points are awarded for completing laps, flying "perfect laps", hitting ten speed-up pads, and advancing up a zone. Only when your shield energy elapses will the race end. There are ten tracks to master, so if speed is what you are after then here's where you can get it – and then some!

NOTE: Zone Mode is initially locked. You will need to progress through the game before you can select one of the ten Zone Mode areas.

▣ TIME TRIAL MENU

NOTE: Time Trial Mode is initially locked.

Select your Team, Pilot, Location and Course, then take to the track to record medal-winning lap times. One turbo boost is available on each lap, but all weapons are disabled. Circuits that are currently accessible in Arcade Mode will also be available in Time Trial Mode.

❑ MULTI PLAYER MENU

WIPEOUT™ FUSION features three multiplayer modes, each with vertical or horizontal split screen facility. You can customize the upgrade level of the craft that you have currently unlocked in the single player Arcade Mode, and it won't cost you a cent!

Arcade

Similar to the single player Arcade Mode (described earlier in this manual), but contested over ten punishing laps. Furthermore, the energy-restoring pit lane can be disabled, shield energy can be adjusted and eliminated craft can be re-spawned.

AG League

Similar to the single player AG League Mode (described earlier in this manual), but both Player One and Player Two can progress through leagues that are currently unlocked in the single player AG League Mode.

Custom League

Player One and Player Two can select from up to 42 courses on which to do battle over seven races.

❑ GAME STATISTICS MENU

BEST LAP TIMES

Check out the current best lap records for each course within each location, before competing, so you know what you have to do to get on to the hall of fame chart.

ZONE HIGH SCORES

Check out the high score records for the ten tracks of the Zone Mode.

PROGRESSION

The Progression Menu displays the total percentage of the game that you have currently completed, the percentage of hidden features that you have managed to unlock, the amount of time in hours and minutes that you have spent playing the game so far and, finally, your rank.

❑ EXTRAS MENU

Access the **WIPEOUT™ FUSION** art gallery, cheats and staff credits.

07/ OPTIONS MENU

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

CONTROLLER MENU

Press **←** or **→** to choose one of six pre-set controller configurations. Press the **⊗** button to access the SETTINGS Menu, to set the vibration function of your DUALSHOCK[®]2 analog controller on or off and set the BUTTON SENSITIVITY on or off.

LOAD AND SAVE MENU

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your console. You can load saved game data from the inserted Memory Card, or any Memory Card containing previously saved **WIPEOUT™ FUSION** data. You can also delete previously saved game data.

SCREEN ALIGNMENT MENU

Press **↑**, **↓**, **←** or **→** to adjust the screen to your satisfaction. Press the **⊗** button to confirm your changes and return to the Options Menu or press the **△** button to return to the Options Menu without saving your changes.

SET DEFAULT NAME MENU

Press **↑**, **↓**, **←** or **→** to highlight a character from the alphabet grid. Press the **⊗** button to confirm your selection. Finally highlight **END** and press the **⊗** button to return to the Options Menu.

SET MUSIC PLAYLIST MENU

Press **↑** or **↓** to cycle through the list of available music tracks. Press **←** or **→** to select the running order slot in the playlist and press the **⊗** button to confirm.

PREFERENCES MENU

Press **↑** or **↓** to highlight an option and press **←** or **→** to alter the setting.

- | | |
|----------------------|--|
| Sound Volume: | press ← to decrease or → to increase the volume |
| Music Volume: | press ← to decrease or → to increase the volume |
| Sound Quality: | choose either MONO , STEREO or SURROUND |
| Music Track: | choose either PLAYLIST , 1-19 or RANDOM |
| Weapons: | turn the weapons facility ON or OFF |
| Damage Simulator: | choose either ON or OFF |
| Autosave: | choose either ON or OFF |
| Widescreen: | choose either ON or OFF |
| Default View: | choose to set the game view as either COCKPIT , PILOT , SHIP or NOSE |
| Enemy Energy Bars: | choose either ON or OFF |
| Dolby Digital Intro: | choose either ON or OFF |

▣ PIT LANE

Recharge shield energy by flying into a pit lane. These are clearly marked red sections of track.

▣ WEAPON PADS

Colored weapon pads litter the circuit. Simply fly over a weapon pad to activate weapons.

▣ SPEED-UP PADS

Speed-up pads, in the shape of blue chevrons, are strategically placed on tracks and boost the velocity of craft passing overhead. Multiple speed-up pads will add an incremental speed boost: for instance two speed-up pads in succession will add twice as much boost.

Speed-up pads along straight sections can improve overtaking. Speed-up pads in and around track corners may result in more collisions and, consequently, diminished speed.

▣ TRIGGER PADS

Fly over a trigger pad to raise bridges or open up other areas of the circuit.

▣ GRAVITY FLIP PADS

You'll find this special feature only on Katmoda 12 – the final track that you will encounter. GFP's literally flip your ship 180° through the air hurtling towards a section of track either above or below. Prepare for turbulence!

09/ TEAMS

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

FEISAR

Team slogan: "FEISAR is on the verge of its most successful season yet."

That's been the firm view of the team leadership since the successful signing of Daniel Johnson for a record fee, and with the installation of the new Tru-Fly™ Enhanced Stability Core designed by First Engineer Thomas Debenham, it looks like the FEISAR craft will be flying rings round the less maneuverable ships on the track.

FEISAR Craft Information

Engine Technology: RamJet Special™
Surface Stabilizer: V100 Levitron Technology Corp
Braking System: Air-flow 44 by Air-flow Research
Weapons Control: Armacall VII Control Systems
Shield Control: Garrett VR-7 Cloaking System



LEAD PILOT

Daniel Johnson has only just moved up to F9000 racing - he is far and away FEISAR's most expensive signing. His arrival pushes long-time lead pilot Carlos Beneto into the team's second position.



SECOND PILOT

Carlos Beneto was FEISAR's lead pilot for fifteen years and he makes no secret of his animosity towards the much-hyped newcomer, Daniel Johnson. The team views the conflict as healthy competition, which could boost their chances over the coming season.

G-TECH SYSTEMS**Team slogan: "If it floats, it's G-Tech"**

Since buying out the failing AG Systems team, our investment has been delivering results, and in the words of Chief Executive Blanche Undindin: "We're going to throw money at these ships until they float on the pungent stink of hard cash."

G-Tech Craft Information

Engine Technology: 4D Integrated Attractor Drive
Surface Stabilizer: G-Vibro III by AG Systems Ltd
Braking System: HX-32 Echo Thrust by G-Tech UK
Weapons Control: Xenith Firemaster Control Systems
Shield Control: Xenith ArmaMaster V1.4

**LEAD PILOT**

Roberto Sergio's fanatical fitness regime is known throughout the anti-grav community. Previously a member of the FEISAR team, Sergio has been romantically linked with Pascale Rouser, Nami Mishima, Naomi Turner and Natasha Belmondo, although they have all gone on record as saying he'll never love anyone more than he loves himself.

**SECOND PILOT**

Naomi Turner was racing for the junior division of the now defunct AG Systems from the age of 7. Turner successfully sued her college for trying to stop her racing, and signed a long-term contract with AG Systems, the team which was later acquired by G-Tech.

09/ TEAMS

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

▣ VAN-UBER RACING DEVELOPMENT

Team slogan: "Rest in Pieces"

Four times World Championship winner as a pilot, Wolfgang Van-Uber is famed for his belief in "the divine purity of the race" which commentators believe has hampered his performance at times. However, the recent appointment of Dieter Schmidt as Director of Technical Services has had a positive effect on pre-season results.

Van-Uber Craft Information

Engine Technology: ZE-7 Infinite-Ion Harnesser
(Van-Uber Racing)

Surface Stabilizer: Q-Dimension V3.2 by Q-Systems (Finland)

Braking System: R-Drive-3 by Airflow Systems

Weapons Control: Sirius IV by A-Com Weapon Control
Systems (South Africa)

Shield Control: Inverse Polarity Generator V1.2 by Simplex GmbH



LEAD PILOT

Songen Grey is a Californian who practices a mystical philosophy of his own creation called 'Gangoism'. According to him, this will be his final racing season. After the Championship, he will head for a secret retreat where he will spend his days in contemplation "of all things Gango".



SECOND PILOT

Hugely popular among young female race fans, Nami Mishima is often compared to the famous pilot Arial Tetsuo. The press are desperate for her to succeed, and she will certainly take over as lead pilot when Songen Grey retires - if she survives that long. Her craft has frequently been sabotaged, and it would seem that someone is keen on ridding the sport of one of its most loved pilots.

AURICOM RESEARCH INDUSTRIES**Team slogan: "You're never alone with a clone"**

Auricom Research Industries is proud to be one of anti-gravity racing's founding teams. We have always upheld the original spirit of the sport in the face of those who would reduce it to an airborne wrestling match, and we are pleased to welcome the new season with the introduction of another classic race craft.

Auricom Craft Information

Engine Technology: Pulse Thrustmaster VII
Surface Stabilizer: Tractor-4 by Tractor Science Group (UK)
Braking System: Xion Reverse-shunt Braking by Airflow Systems
Weapons Control: Cygnus VII by A-Com Weapon Control Systems (South Africa)
Shield Control: SureGuard by Sure Systems (USA)

**LEAD PILOT**

Pascale Rouser rarely speaks, preferring to let her racing prowess speak for her. She has made an excellent lead pilot for Auricom over recent seasons, but she has begun to make frequent outbursts about the behavior of Omarr Khumala from Tigron.

**SECOND PILOT**

Franco Gonzalez met his lead pilot, Pascale Rouser, while she was touring Barcelona in the early 2150s, and they have since become one of the closest pilot partnerships in the F9000 league. While they insist they are 'just good friends', a movie file circulating the college campuses of the USA, allegedly stolen from a recent 'training tour' aboard a private yacht, would suggest otherwise.

09/ TEAMS

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

EG-R TECHNOLOGIES

Team slogan: "Creating a new age of civilization"

Following the recent unsuccessful legal action undertaken by the F9000 Racing Commission against EG-R Technologies, the EG-R Board of Directors issued the following statement:

"There have now been three attempts to elicit classified information from the EG-R team. All have failed. We can only imagine that rival teams wish to acquire our technological specifications because they are unable to compete through engineering skill alone. We also suspect that they wish to tempt our pilots away with bribes and the promise of fine living. Our pilots, our ships, our crew and our secrets are going nowhere."

EG-R Craft Information

Engine Technology: ElectroGravitron-7 by EG-R (Japan)
Surface Stabilizer: IonShield Drive V1.4 by IonShield Technology (USSR)
Braking System: Esprit AirLicker™ 4 Pro
Weapons Control: Absolute-7 Controller by VTRSI Ltd (UK)
Shield Control: UltraWeb Localizer with X200 Recharger



LEAD PILOT

EG-R Technologies is unable to supply personal background data on pilot Paul Cheung, as a high-spirited party several years ago left him with no memory of his life prior to that point. The team reserves the right to withhold further data under Article XXIVb.c/34, subsection 84839D of the World Peace Council's amendment to the Universal Declaration of Sporting Rights.



SECOND PILOT

EG-R Technologies is unable to supply personal background data on pilot Alex Reece. He was held hostage during the recent European Butter Riots, and violence inflicted at that time has left him unable to remember key life events prior to this unfortunate incident. The team reserves the right to withhold further data under Article XXIVb.c/34, subsection 84839D of the World Peace Council's amendment to the Universal Declaration of Sporting Rights.

▶ PIRANHA ADVANCEMENTS

Team slogan: "Just when you thought it was safe... the hungriest anti-grav racing team around."

Welcome to the world of Piranha, a world of perfection where only the number one title will be good enough. This is a team that takes pride in its construction of the ultimate race craft, but one that never rests on its laurels - we are always thinking of ways to improve our creation. But we believe our new craft is as close to perfection than we have ever been before.

Piranha Craft Information

Engine Technology: QuadDrive using Overhead Thrust
Refractors

Surface Stabilizer: HFS-T Push-Pull Stabilizer

Braking System: G9 Air-Excluder with Retro-G Balancer

Weapons Control: Viper WC-001 by Viper Military Controls

Shield Control: Viper SC-003 with Quanverse Factorizer
by Viper

**LEAD PILOT**

Myima Tsarong has solid piloting experience, having previously piloted Tibetan anti-grav craft. Her style is graceful and she boasts the highest CMGFL rating in the League, allowing her to sustain massive g-forces. This is a pilot who flies simply for the joy of it rather than for the money.

**SECOND PILOT**

Jann Shlaudecker is something of a new talent but he has quickly quieted his critics by becoming one of the most intelligent pilots on the circuit. He puts his success down to his partnership with Myima and has suggested he too is impressed by the Tibetan way of life.

09/ TEAMS

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

▣ TIGRON ENTERPRISES

Team slogan: "Burn baby burn"

Tigron Enterprises - the world's favorite anti-gravity race team. There has been all manner of malicious rumors circulated about the origins of our successful company, but all of those rumors are untrue. All you need to know is that Tigron is at the very pinnacle of anti-grav racing, and that our latest contest will see victory finally in the hands of those most worthy of it.

Tigron Craft Information:

Engine Technology: 320 Inverted Pulse RamJet
Surface Stabilizer: PowerLev V5.2a by Stabilizing Systems Inc
Braking System: ShadowTorque technology by Tigron
Weapons Control: Talon 9000 with J-Type Enhanced Selector
Shield Control: VanGuard by Sure Systems (USA)



LEAD PILOT

Omarr Khumala was signed by Tigron just as the team was perfecting its famous 'bull' craft design. Committed to an aggressive racing style, Khumala has long had a habit of 'making his presence felt' during races, and when team and pilot came together, it was a match made in heaven.



SECOND PILOT

Sveta Kirovoski is physically very suited to piloting the heavy Tigron craft. She has always denied rumors that her build can be attributed to the fact that she was once a boy named Ivan. The new season sees her committed to winning the Vohl Square race and winning the admiration she deserves on home turf.

XIOS INTERNATIONAL**Team slogan: "We think so you don't have to"**

Since signing current World Champion Natasha Belmondo from Auricom, Xios has earned its place among the F9000 elite, winning last season's Constructors' Championship for the first time. Xios also benefits from the expertise of Maurice Duprix, previously Head of Gravitational Physics at the Pacific University, who has helped develop one of the finest ever anti-gravity race craft.

Xios Craft Information

Engine Technology: EonGenerator Series 900 with
Dual Thrust Reheater
Surface Stabilizer: Inverse-SuperConductor Magno-shielder V1.0
by Xios
Braking System: TX6 HyperSlam Anchor by
HyperDrive Braking Co.
Weapons Control: Cyclone 2.0 by Cyclone Technology
Shield Control: HLD3K Molecular Vibrator by MV Research Lab

**LEAD PILOT**

Natasha Belmondo is the great, great granddaughter of anti-gravity pioneer, Pierre Belmondo. He believed passionately in the technology's ability to benefit mankind, and Natasha has attacked certain members of the Race Commission, accused of 'betraying' her ancestor's vision. Improvements to the Xios craft have made Natasha a hot favorite for the coming season.

**SECOND PILOT**

Zala Wolff joined Xios after being offered a place on the Van-Uber reserve list as third pilot behind Nami Mishima. She spent a number of months training with Nami, who she admitted, "taught me everything I know about, well, many things." After an unexplained argument with Nami, Zala signed a contract with Xios International. She hasn't spoken to Nami since.

10/ WEAPONS

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

NOTE: Most of the weapons on your craft can be launched at different strike rates. Gently press the **R1** button to release weapons at a slower rate that will cause greater damage than quickly launched weapons activated by a hard press of the **R1** button.

▶ STANDARD WEAPONS

All teams have standard weapons available. They are picked up at random by flying over colored weapon pads embedded into the circuits. An audio message will inform you of the weapon collected.



PROTON CANNON: Originally developed by Skinnex Technologies for use by armored fishing fleets, the Proton Cannon fires low-impact, rapid-fire plasma shells from the front of the craft, 25 rounds at a time.



MISSILE: This simple lock-on missile can be fired forward or backward, but inflicts minimal damage. To fire backwards, press the **LT** button first to select Rear Cam view and then press the **R1** button to launch.



ROCKETS: Three projectiles fired forward in a straight line, rockets are best used on straights.



GRENADES: Three bouncing grenades are fired forward or backward at different angles and explode on contact with another craft, track or scenery.



GRAVSTINGER: Spewing out hazardous fragments from the back end of the craft, the GravStinger targets enemy AG units, temporarily disabling them and bringing its prey crashing down to earth!



FLAMER: This baby pumps out a line of smoking flame, engulfing all in its path in red-hot punishment.



10/ WEAPONS

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING



PLASMA BOLT: A massive bolt of energy charges up and is then fired straight ahead down the track. A highly-damaging weapon, the Plasma Bolt can easily take down craft with poor shield energy.



MINE: Deployed from the craft's rear, the Mine uses its GravField Generator™ to pull airborne objects towards it. Craft, weapons and even flocks of birds have been known to fall prey to its explosive powers.



QUAKE DISRUPTOR: This weapon sends a rippling earthquake down the track. Enemy ships are knocked up in the air and take high damage.



GRAVITY BOMB: When dropped, the whole area will "white out". All craft in its radius will have their AG units momentarily immobilized.



TURBO: When fired, a temporary power boost thrusts each craft to about twice its normal speed.



SHIELD: The Shelleykin Shield™ safeguards craft for a few seconds. While it is active, it protects the ship from any weapon or crash damage. Diahann Shelleykin's refined design comes with its tried and tested guarantee: "Designed to deflect and protect, the Shelleykin Shield™ averts the damage other shields cannot prevent."



AUTOPILOT: Takes control of the craft out of the pilot's hands for a short period. As its makers GravGhost Technologies boast "GravGhost Autopilot" 5353 – maintaining your course, maintaining your peace of mind."



10/ WEAPONS

INTERNATIONAL FEDERATION OF ANTI-GRAVITY RACING

▶ SUPER WEAPONS

Each super weapon is specific to an individual team, and they are only available to pilots who have attained a super weapon license. Here is a selection of available super weapons, also collected by flying over the on-track weapon pads. You'll have to discover the others for yourself.



SUPER MISSILES

Three targeted missiles are released at once, locking onto the three nearest opposing craft. If there is only one opposing craft ahead, all three missiles will lock onto it, and the chances are it will be destroyed.



SEISMIC FIELD

When fired, a highly destructive black hole is hurled forward down the track. Direct hits will cause severe damage, and fans will be pleased to know that an elimination is highly likely.



POWER SWARM

Spurning brute force in favor of tiny swarming drone weapons, pilots lock onto enemy craft either in front or behind. The drones are fired from an isolation unit beneath the craft from which they swarm round the enemy, firing tiny rapid-fire weapons until all their ammo is spent.



NITRO ROCKET

After gaining a lock on an enemy craft ahead, a liquid nitrogen projectile freezes and crystallizes the craft for several seconds. Impact with a wall or another craft during this period will destroy it. Passing through a pit lane can however, reverse the crystallized state.



❑ MULTIPLAYER WEAPONS

Multiplayer weapons are only available to pilots competing in multiplayer mode. All weapons can be switched on or off before competing in multiplayer mode.



CONTROL JAMMER

Total confusion is bound to result once the new Control Jammer weapon is installed and activated. It reverses the steering controls of enemy craft for a few vital seconds.



TURBO ENFORCER

Timing is key with this weapon, which works just like a standard turbo, but makes it work on an enemy craft instead of a pilot's own. Used just before a sharp bend, it will usually result in the enemy losing control and receiving some major crash damage.



HUNTER MISSILE

Special permission to access secure F9000 League computer systems had to be granted before this new weapon could be approved. Once activated, it logs into the computer banks, gains the global positioning co-ordinates of the race leader, and sends a tenacious Hunter Missile after the leading ship. It explodes on impact causing damage and slow down.



GLOBAL DRAIN

The Global Drain is a tactical weapon with a very wide blast radius developed by Dex Incorporated. Once activated, all enemy craft suffer total Shield Energy loss. They continue flying, but any further damage will result in their destruction unless they manage to enter a pit lane recharge area.



STEALTH

Licensed from an unknown individual with no recorded identity or facial features, this incredible weapon allows a craft to benefit from almost total invisibility. Unfortunately, the terms of the license forbid teams from opening the sealed casing which houses the weapon, and its precise functionality remains a mystery. Once activated, the craft becomes virtually undetectable to the human eye, while also being immune to physical damage or weapon lock systems.



11/ CREDITS

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Designers

Lead Programmer

Programmers

Lead Artist

Artists

Studio Manager

Head Producer

Studio Communications Manager

Product Manager

Central PR

Manual And Packaging Text

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Sound Engineer

Video Engineer

QA Manager

QA Supervisor

QA Lead Tester

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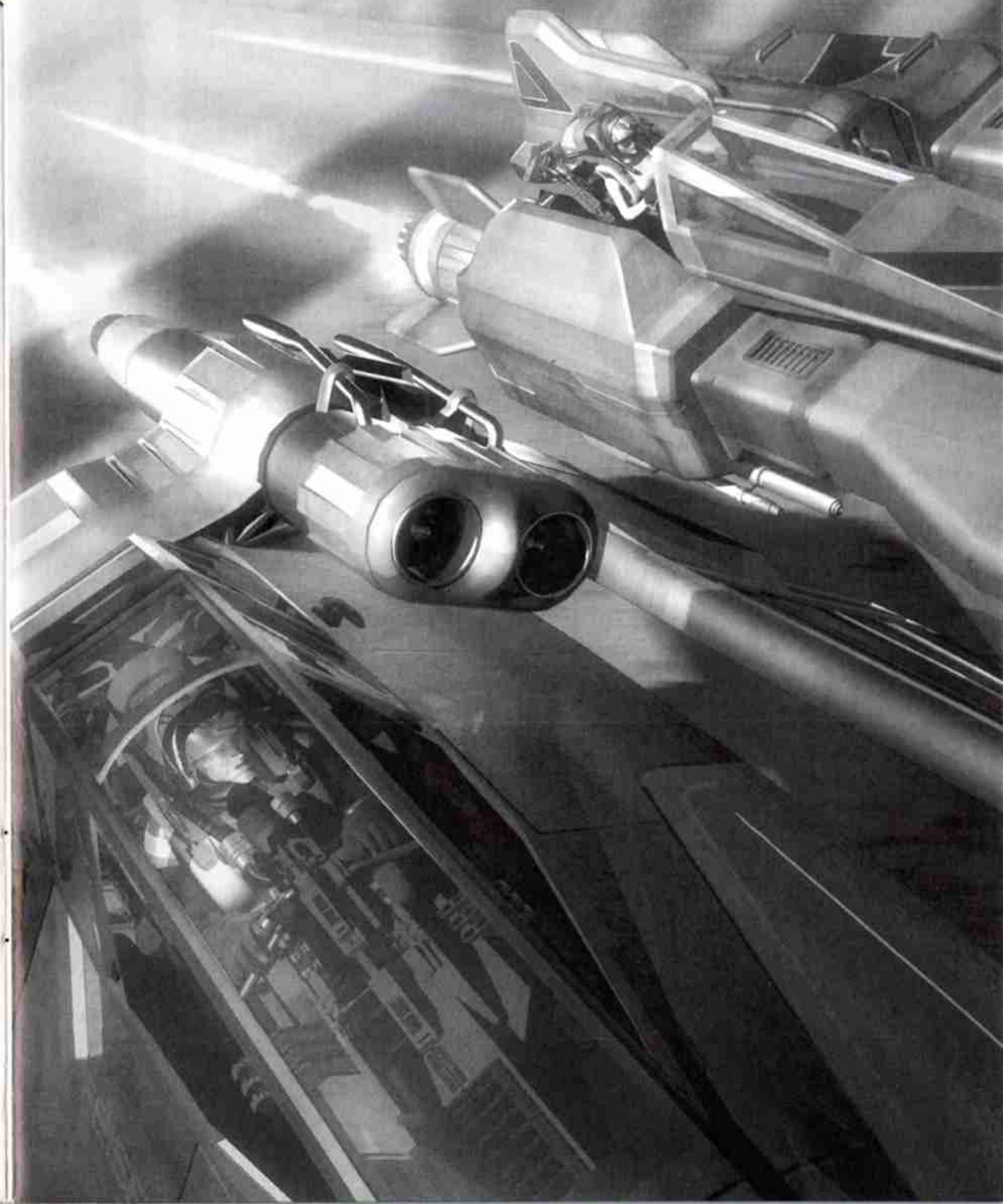


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